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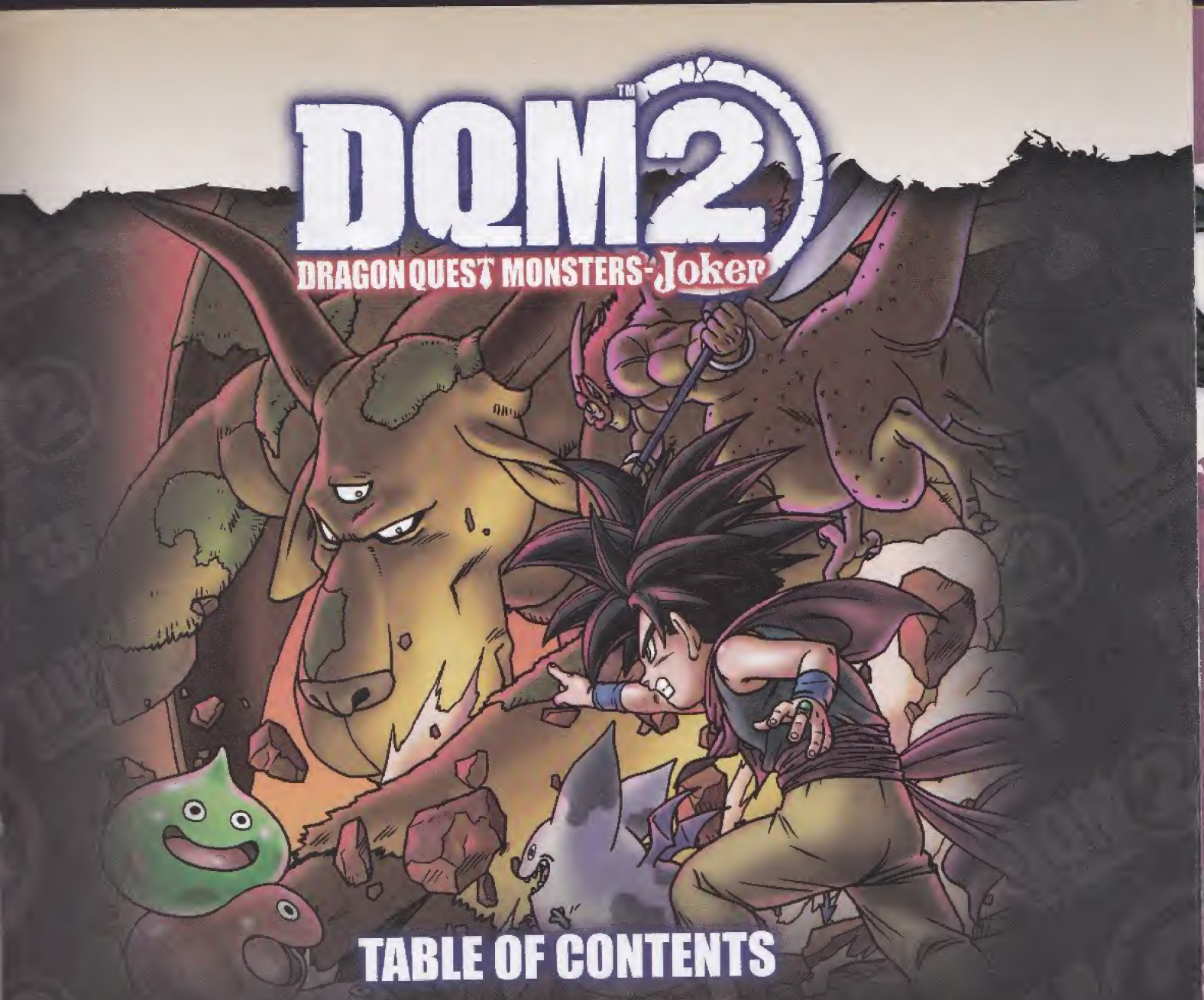
DRAGON QUEST MONSTERS: Joker

COVERS NINTENDO DS™

By Joe Epstein and Ken Schmidt

DQM2™

DRAGON QUEST MONSTERS: Joker



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INTRODUCTION TO

THE GAME AND THE GUIDE

MAIN *DRAGON QUEST* SERIES

GAME	YEAR
Dragon Quest	1986
Dragon Quest II	1987
Dragon Quest III	1988
Dragon Quest IV: Chapters of the Chosen	1990
Dragon Quest V: Hand of the Heavenly Bride	1992
Dragon Quest VI: Realms of Revelation	1995
Dragon Quest VII	2000
Dragon Quest VIII: Journey of the Cursed King	2004
Dragon Quest IX: Sentinels of the Starry Skies	2010

***DRAGON QUEST MONSTERS* SERIES**

GAME	YEAR
Dragon Warrior Monsters	1999
Dragon Warrior Monsters 2	2001
Dragon Quest Monsters: Caravan Heart	2003
Dragon Quest Monsters: Joker	2007
Dragon Quest Monsters: Joker 2	2011

The *Dragon Quest Monsters* series began in 1998 on the Nintendo Game Boy Color as a spin-off from the RPG genre-defining *Dragon Quest* series. That series itself originally began in 1986 as *Dragon Warrior* for the Nintendo NES. The *Dragon Quest* series stretches back nearly to the roots of Enix Corporation, the company that would fuse with Squaresoft in 2003, synthesizing into Square Enix. The characteristic RPG series from the two old RPG juggernauts continued under one umbrella, with the moodier, techier *Final Fantasy* alongside the lighter *Dragon Quest* adventures. As *Final Fantasy* focuses more on brooding opera, *Dragon Quest* tends to go for more spirit and levity. The main *Dragon Quest* series saw the release of its ninth installment (*Sentinels of the Starry Skies*) recently in 2010.

The *Dragon Quest Monsters* series (also originally released as *Dragon Warrior Monsters*) started with 1999's *Dragon Quest Monsters*, which was both a side-game and prequel to *Dragon Quest VI: Realms of Revelation*. *Dragon Quest Monsters: Joker 2* is now the fifth game in the *Dragon Quest Monsters* series, and it is undoubtedly the biggest and best so far.

The *Dragon Quest Monsters* series works by pairing the personality of a quarter-century lineage of hundreds of monsters, from adorable slimes to menacing dragons, with a robust "breeding" system. Players can deeply customize their favorite monsters to their specific liking, whether for aesthetics or function or fun, and the party will become ever stronger as monsters pass on their developing characteristics through the generations.

The monsters are the appeal, all 300-plus of them. In addition to primers on gameplay and a walkthrough of the single-player adventure, this book includes extensive monster data. From their stat potential to their skills, to their possible locations and synthesis pathways, any necessary information is contained within.

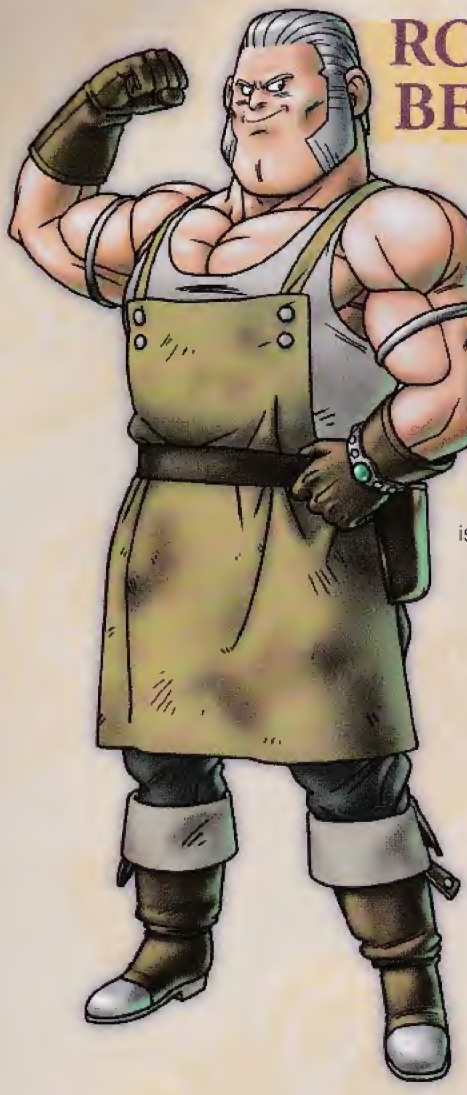
CAST OF CHARACTERS

THE SCOUT

Young, brash, and eager to prove himself, the scout is looking for glory. His lack of means forces him to try stowing away on a rust bucket of a ship headed for the Monster Scout Challenge. From these inauspicious beginnings, the scout will rise to become more than even he dreamed. The scout is the player-controlled character in *Dragon Quest Monsters: Joker 2*.

CAPTAIN REX MAYDAY

Rex is a formidable helmsman with decades of sailing and combat experience. The captain has seen better times, though, and he struggles to maintain his ship as he constantly hearkens back to the past. Despite his terminal case of nostalgia, the captain remains upbeat and hopeful in the present day, and so he'll throw his effort and loyalty behind even a shabby stowaway and a patchwork crew.



RORY BELLOWS

The captain's right-hand man is a stout, gruff old boy who speaks in a thick brogue. He's responsible for maintaining and running the ship's engines and other mechanical features. Despite his oak-like stature, Rory is just as likely to lose his mind in the face of danger as he is to remain steadfast and hearty.

LILY GLIDER

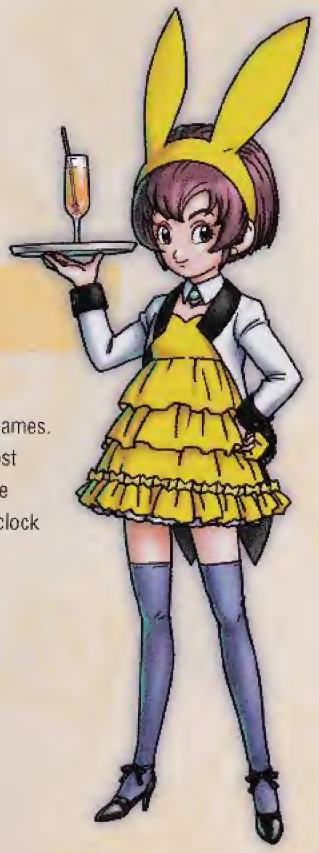
Lily is a woman of sublime character and gravity. Or, at least she likes to think so. The truth is, she's more than a bit full of herself, but she is also a shrewd and proven monster scout in her own right. Her pet and chief monster, the Countess, is an enigmatic, puzzling little sanguini.

DR. EUGENE POOLE

The old Doctor is full of good cheer and proven wisdom. He's also getting up there in years and is prone to "senior moments" from time to time. He is an expert on all aspects of monster behavior, so he's pretty great to have around.

ARCHIE LOGG

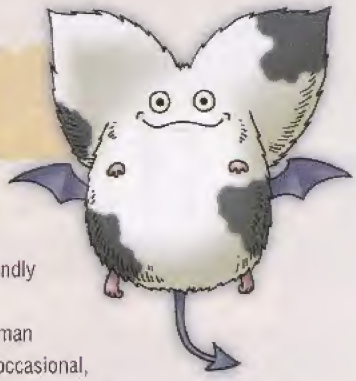
Archie is a traveling merchant and scholar. However, his main motive is advancing his pocketbook.



MELONIE

Melonie is a new employee to the Monster Scout Challenge, working as an official assistant for the games. The challenge's hiring practices may not be the most stringent, as Melonie is not the sharpest knife in the drawer. She's spirited, though, and even a broken clock is right twice a day.

THE COUNTESS



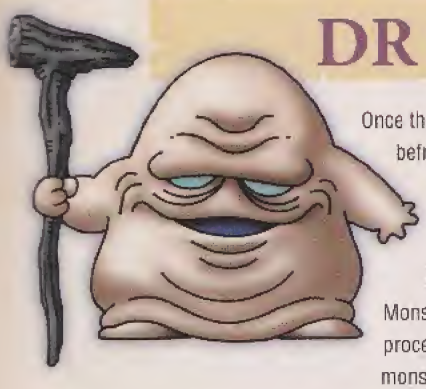
"SQUEAK! SQUEAK!"
(THE COUNTESS APPEARS TO BE HAPPY.)

The Countess is Lily's main monster. This friendly beast spends most of its time in a seemingly vacant and mindless bliss, floating among human pals. However, the Countess is given over to occasional, inexplicable fits of strange behaviors, from agitation to rage.

MARSHA

Marsha is another creature that can be befriended, like Dr Lump. This feminine mud mannequin will eventually run the Monster Scout Proficiency Test, a battery of 12 crucial exams spread out over the course of the adventure to update and test the growing capabilities of the monster scout. Marsha is eventually stationed where the moles dwell. Speaking of moles…

DR LUMP



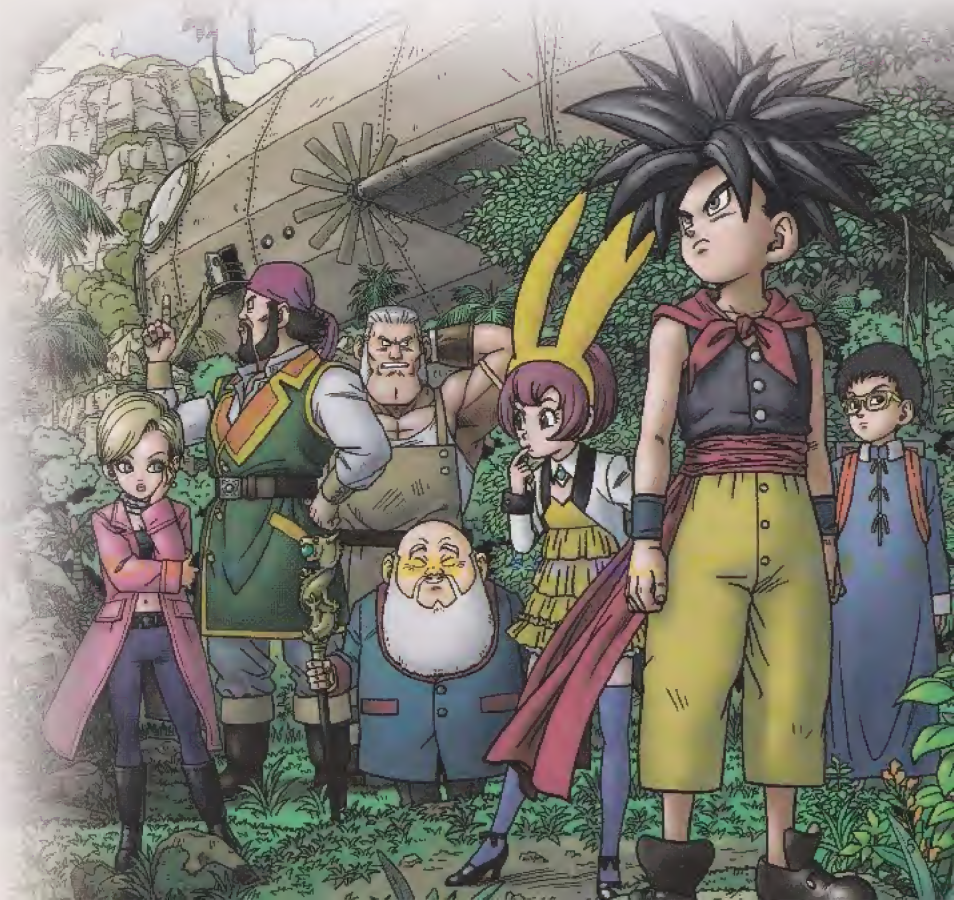
Once the scout encounters and befriends Dr Lump, the intrepid scout becomes a monster scout in earnest, as monster synthesis can be undertaken following their meeting. Monster synthesis is the fusing process by which two parent monsters merge to produce a single offspring, with perhaps higher potential and rank than either parent. At the command of the scout, Dr Lump oversees this groovy, natural process in the monster pen of the *Albatross*.

DON MOLE

This enormous papa figure to the mischievous moles is the godfather of moledom, the hip liege of the underground, and the funky overseer of a surprising competition in a hidden place.

THE ALBATROSS

Maybe she's not really a character, and maybe she doesn't actually spend too much of the adventure in flight, but the *Albatross* is still a vital old bird for the protagonists. Captain Mayday's true love will serve as home base to the scout, Rex, Rory, and the rest for the duration of the adventure. The ship houses a monster pen to hold the scout's stable of allied beasts, along with an item vending machine and other conveniences.



SCOUTING BASICS

STARS OF THE SHOW

Without monsters, there could be no monster scouts. From adorable, bulbous slimes to menacing blade-wielding demons, the variety and character of the fauna is immense. The taxonomy of monsters is easy to understand. There are several monster families: members of a given family are similar to each other and are decidedly different from members of other families.

ICON	FAMILY
	slime
	dragon
	nature

ICON	FAMILY
	beast
	material
	demon

ICON	FAMILY
	undead

There are a handful of monsters that fall outside of these classifications, in the so-called ??? family. In addition to families, monsters are also distinguished by their mass. Most monsters are small and generally take up one of three available slots in the party. Medium monsters take up two slots, and large monsters take up all three!

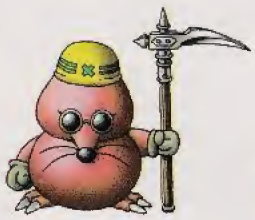
MONSTER			RANK	FAMILY	LV	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
152		LIQUID METAL SLIME	C		1	12	255	74	999	255	152	30072	40		Frizzle	seed of agility seed of defense (rare)	108 Bombadier 180 Agility Boost 199 Dazzle Ward

A monster's general power level is most obviously expressed through its rank. Almost universally, a higher rank means a more powerful monster, with higher stats, better Skills and Traits, and just generally greater potential.

Effort put into gaining EXP and learning Skills for monsters is not lost, even when higher-rank monsters are acquired. Lower-rank monsters can contribute by being fused into new higher-ranking monsters through synthesis, passing forward their Skills if desired, along with some of their skill points and stats.

HP, MP, attack, defence, agility, and wisdom are a monster's vitals, essentially. A monster with high HP and defence can absorb damage better, while monsters with high MP and wisdom make more effective spellcasters. Monsters with high attack do best using standard fight commands or physical abilities. Agility dictates which monster acts first each turn as well as how good a monster is at evading incoming attacks.

EXP and gold are earned at the end of a successful battle. Treasure can be received, also. The Scout Rating is a relative indicator of how difficult a monster will be to add to the party via scouting. ♥♥♥ indicates a monster that should be captured with relative ease, while ♥ indicates a monster that may require dozens of scouting attempts in order to secure its services.



EXPLORING AFIELD

Most of the adventure is spent roaming about the landscape in order to progress the story, find items, and scout and train monsters.

HOOFING IT

All-too-brief trips on the *Albatross* airship aside, getting from here to there almost always involves a hike.

Use vines, ladders, and even fine rock outcroppings to climb up or down to access different areas.

Narrow ledges represent the only way across some spans. Fortunately, the scout has excellent balance and nerves of steel!

A downed log or a slick, sloped ice flow each presents an opportunity for rapid descent to a lower level.

Once the scout learns the Zip Scouting Skill, the scout can access Zip Portals from anywhere within a region. Similarly, Zoom allows the scout to travel instantly to the entrance of any previously visited region. When possible, use Zoom and Zip liberally to flit between regions at a whim, greatly reducing travel time.

The Map

During exploration, the bottom screen of the Nintendo DS is taken up by a mini-map of the current area and adjacent areas. Only previously visited areas will show up on the mini-map, and certain markers on the map will only appear if the scout performs certain actions. For example, a Healing Spot will not show up on the map until it is used at least once.

Path to world map.

Direction the camera faces.

Scout's Stone.

Zip Portal.

Healing Spot.

Path to another area.

Path to another area.

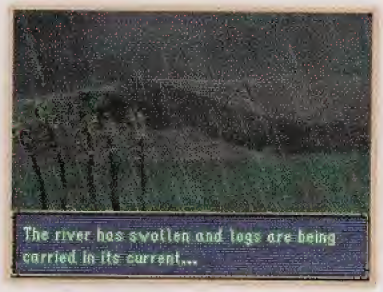
THE AIR OUT THERE

Time of day changes every few minutes, in a short cycle—six minutes per day, four minutes per night. Wait long enough, and the time of day will change. A profound revelation!

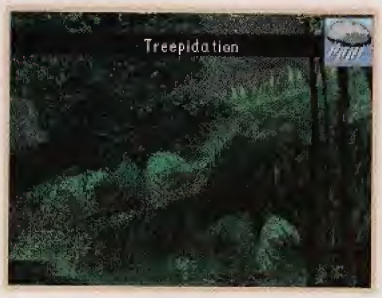
Rain can heal during combat. Either side in a battle in the rain has a random chance to be healed each turn. On the other hand, the heavy pelting put on by a howling blizzard has a chance to damage either side each turn!

The first visit to a new region will be during calm weather. However, subsequent visits are up for grabs, with inclement weather as likely in most places as a calm, sunny day. Tougher monsters roam the countryside during harsh weather, and different places are accessible in some areas (heavy snowfall in a blizzard and flooding in the rain will produce new paths).

Available treasure and wild monsters will differ depending on both the weather and the time of day. The portions of an area that are accessible may also change as rain or snow inundates the landscape.



Weather has a chance to change each time the scout returns to either the *Albatross* or the world map. To see what the conditions of a region are before going there, travel by walking to the world map rather than using the "Zoom" monster scout Skill. An icon on a given location will indicate if inclement weather is present or if it's nighttime.



THE BADDEST OF THE BUNCH

Large monsters roam in certain regions, and even the other monsters live in fear of these enormous beings. Lesser monsters will either flee hastily or burrow underground to vacate an area when a large monster approaches. Fleeing monsters may leave behind some of their loot in sacks, which the scout can collect. Burrowing monsters will produce holes that the scout can fall into, leading to the area directly below. This can lead to otherwise inaccessible treasure.

The scout must give large monsters a wide berth for much of the adventure.

Monsters fleeing in fear often leave sacks of loot behind.

Burrowing monsters create a path below to subterranean levels in their haste.

Large monsters take up all three possible party slots, so they cannot have any accompaniment. This is more than made up for by their beefed-up stats and powerful Traits. For example, large monsters strike all of their enemies at once and usually more than once per turn. Large monsters can eventually be incorporated into the scout's party, but not until far into the story.

FINDERS KEEPERS

You can find items and weapons in lots of nooks and crannies. Examine leaves, mineral deposits, and treasure chests for items.

POSSIBLE LEAF ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
medicinal herb	strong medicine
moonwort bulb	medicinal herb
antidotal herb	antidotal herb
seed of life	moonwort bulb
—	special medicine
—	seed of skill
—	seed of life
—	seed of magic

POSSIBLE SP LEAF ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
strong medicine	special medicine
seed of skill	seed of skill
—	seed of life
—	seed of magic

POSSIBLE MINERAL DEPOSIT ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
pretty pebble	pretty pebble
bronze bit	bronze bit
pinball	pinball
—	rockbomb shard
—	silver sliver

POSSIBLE SP MINERAL DEPOSIT ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
bronze bit	bronze bit
rockbomb shard	silver sliver
pinball	pinball

POSSIBLE BLUE CHEST ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
medicinal herb	machine parts
seed of skill	magic elixir
machine parts	smelling salts
antidotal herb	seed of skill
moonwort bulb	metal ticket
oaken club	Oomph powder
leather whip	wizard's penny
stone claws	antimagic powder
—	Insulade

POSSIBLE SP BLUE CHEST ITEMS

BEFORE ICEOLATION IS CLEARED	AFTER ICEOLATION IS CLEARED
seed of skill	seed of skill
antimagic powder	magic elixir
Oomph powder	panacea
—	metal ticket
—	timbrel of tension

The scout can also find red treasure chests, which can only be opened once and usually contain a weapon for a monster to equip. Apart from leaves, rocks, and chests bearing items, keep an eye out for several other curiosities to find while exploring:

In Cragravation, the preserved remains of ancient monsters are exposed. Some items can be extracted from fossils, and also, some ancient wisdom can be discovered in the form of skill tomes. During storms, ghastly apparitions will try to defend their own remains!

Sometimes, monsters will flee from each other in the wild, without the scout being involved at all. Fleeing monsters occasionally leave behind loot sacks.

Old Healing Stone monuments, distinguished by the glowing blue glyphs that adorn the surface, can be used once per visit to a particular region. The stones completely heal all friendly monsters.

Scout's Stones might appear like Healing Stones at first glance, but they are stubbier and more muted in design. There are also a lot fewer of them. Scout's Stones permanently confer new Scouting Skills to the curious inspecting scout.

Zip Portals, once activated, provide a way to warp to a point that is usually about two-thirds of the way deep into an area. This means that on the first plunge, it's best to push at least through to the Zip Portal, but afterwards, the Zip Portal allows for more convenient comings and goings.

One of the most noble of monsters, the Hades condor favors building large nests in high perches. Naturally, the scout can ransack these nests for various items.

So, that's lots of stuff to look out for. The best part of leaves, mineral deposits, fossils, nests, and blue chests is that they can be retrieved over and over! Each time the scout returns from a region to the *Albatross* airship, the treasure (and wild monsters, and usually weather) will be reset. This doesn't apply to red treasure chests or Scout Stones, however.

A green exclamation point will highlight when it's possible to interact with something.

WILDLIFE

Monsters roam about the exploration field. Bump into one of them, and combat ensues with a group of monsters. The species of monster that initiates the battle will always be present, but other monsters might show up, too. (For example, with a little luck, a metal slime may show up alongside other monsters, turning a chance encounter into a wonderful EXP bonus opportunity.)

Some docile species of monster are not aggressive, and they will not try to initiate combat when a scout gets near them. Most monsters will be surprised, and attack. An exclamation point will appear above them and a warning chime will sound, and then they will give chase to the scout. However, some monsters may actually run away instead of approaching, especially if the scout is sporting powerful monsters of his own.

Depending on how the scout starts combat with the monster—whether approaching from the front or from behind—one side or the other may start with an advantage.

Jump onto a monster from behind, and friendly monsters have a chance to get a free turn at the beginning! This turn can be used as a free scouting attempt, safe from the fear of reprisal.

If a monster jumps onto the scout from behind, however, there's a good chance the wild monsters will act first, with a turn to pound on friendly monsters for free. Poor guys! Obviously, try to keep this from happening.

When a monster gives chase, it's still usually possible to avoid combat if desired. Many monsters chase the scout really quickly, but few monsters chase SO rapidly that deft maneuvering in circles around the beast won't forestall the onset of battle. Think of a dog chasing its own tail, and try to trail the aggressive monster that way, in little circles. For most monsters, the exclamation point will disappear after a few seconds, and the monster will just give up! If the goal was to avoid combat, mission accomplished... You can also use this trick to score surprise attacks even against enemies that detect and approach the scout! Run them until they're exhausted of trying, then simply initiate combat from behind them as they start to wander again. And that, friends, is what separates the monster scouts from the monsters. Beware, some monsters won't give up chase unless you leave the territory they were patrolling entirely.

COMBAT

Once a battle has begun afield, allied monsters will line up against unfriendly ones, and the first round will begin. If one party surprised the other, that side will get a free turn at the outset. Battle will continue until one of the following things happens:

Either all wild or all friendly monsters are defeated.

All the conscious monsters on one side flee.

A wild monster is successfully scouted.

Battles proceed with the monster scout issuing directives toward up to three active monsters at a time. Up to three monsters can come along for the ride, and they will wait in the substitute party, or reserves, until they are needed. If the allied monsters are all knocked out, the scout reawakens on the *Albatross*, with half of the gold that was previously on hand gone! If all enemy monsters are knocked out, the scout's party receives gold, EXP, and perhaps some items. If one side or the other flees from battle, the battle simply ends.

BATTLE COMMANDS

Fight: Simply order the friendly side to fight, and each monster will act out its turn according to the tactics assigned to that monster. Monsters may not always buff allies or attack enemies with the ideal actions, but at least allied monsters are good about not performing duplicate actions—if one monster heals another to full health, for example, another monster will never redundantly heal the now-full monster during the same turn.

Orders: This command allows each monster to be assigned a particular command each round. This usually is the way to go during hard battles, as it's just not worth risking a monster choosing its own actions, perhaps inefficiently, with the standard "fight" command.

Tactics: Each monster can be set to either Show No Mercy, Mix It Up, Focus on Healing, or Don't Use MP. The tactic setting for a given monster determines how it will act in general when the general "fight" command is issued.

Show No Mercy: The monster will attack with full force, sparing no MP expense to damage the enemy party. The monster may also using offensive buffing abilities to this end, such as Psyche Up and Oomph. The monster may use healing abilities (if it has them) when it's in trouble, but it will not make healing itself or others anything but a desperate measure.

Mix It Up: The least predictable option, since this basically opens up the entire monster's repertoire for it to choose from. The monster may buff or heal allies, debuff or enfeeble enemies, or opt to attack, depending on its set of Skills.

Focus on Healing: It's a great idea always, and it's almost a requirement later in the game or in Tag Mode Battles, to have at least one monster assigned as a designated "priest" for the group. This monster should have healing abilities at a minimum and perhaps also have buffing abilities. (Being able to use Kabuff and Magic Barrier, for example, goes hand-in-hand with the responsibility of keeping the party in good health.) A monster set to Focus on Healing will do just that—it will focus on healing, almost to a fault. (Sometimes, a low-level healing spell isn't necessary when a monster is missing just a little health, and the monster's time would be better spent attacking or doing something else.)

Don't Use Magic: This works as advertised: the monster won't use spells. This basically means that the monster will do nothing but attack, although it may also defend if it is in really bad shape. Sometimes it's best to conserve MP against lesser monsters in order to save magic reserves for when they're really needed. Or, a monster's best offense may be to simply just attack, and the monster actually stifles its own output by using spells instead of normal attacks.

Scout: All friendly monsters that are capable of acting (meaning, they are not sleeping, knocked out, or otherwise incapacitated) will combine their efforts in an attempt to coerce the target monster into joining. Scouting is the most direct and common means of acquiring new monsters. See the Scouting section in this chapter for more information.

Items: The scout can use items in battle both to heal and buff friendly monsters and to debuff wild monsters. An item command can be given alongside commands to friendly monsters, and they'll all be carried out on the same turn. Using items precludes using scout or flee, though. Item use ALWAYS happens before any other action of the round.

Flee: Just what it sounds like. The friendly party of monsters will attempt to escape the battle. The attempt may fail, giving the opposing monster team a free round of attacks. Some battles, particularly against bosses or in tournaments, cannot be escaped.

Switch: This command allows monsters in the substitute party to be rotated into the active party participating in the battle. There is no penalty associated with switching monsters—no opportunity to act is spent, or anything like that.

COMBAT EFFECTS

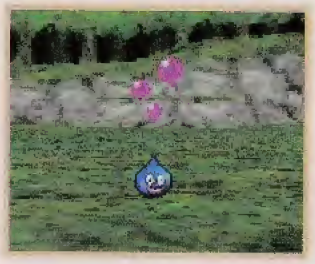
Both allied and opposing monsters can be afflicted with various enfeebling effects or temporarily boosted in power. Different effects are represented visually.

Spells like Buff, Oomph, and Ping, and abilities like Psyche Up or even the standard defend command considerably augment the stats of affected monsters. A monster powered by Oomph basically deals double damage; that same monster protected by Buff, or defend, takes only half damage from incoming physical blows.

On the other hand, abilities like Helm Splitter and Unnatural Order can adversely affect defence and agility, while things like Sleep Sock and War Cry can incapacitate monsters, essentially crippling them.

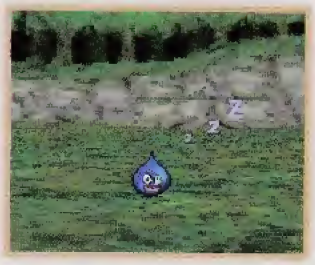
Effects aren't permanent; they'll wear off on their own after a few turns. They can be removed early through the use of certain healing items and spells.

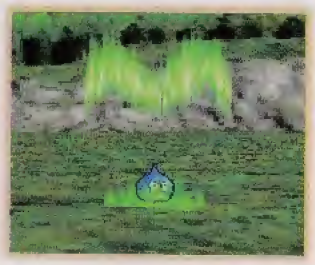
Switch an active monster into the substitute party, and effects go with it. Any active effects will remain when the monster is swapped back into the main party.



Poisoned monsters will lose some health each time they act. Poison is cured with antidotal herbs.

Confused monsters cannot tell friend from foe. Smelling salts cure confusion.





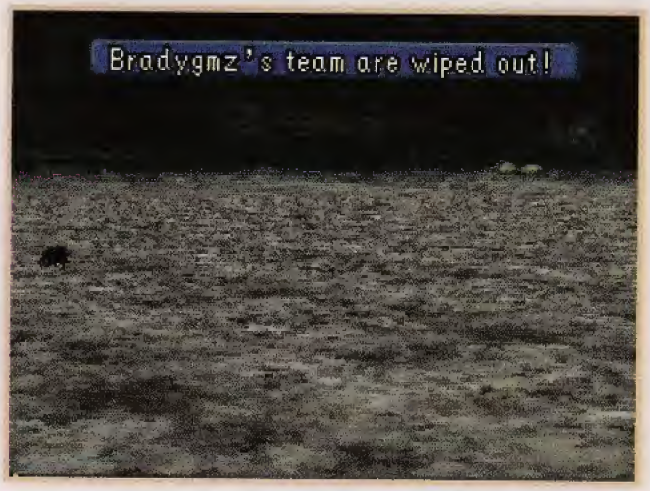
Monsters that are incapacitated, whether by sleep or paralysis, cannot act. Smelling salts rouse monsters from slumber, while moonwort bulbs remove paralysis.

Temporary increases in stats are indicated by a greenish glow.

Temporary reductions in stats are indicated by a pinkish glow.

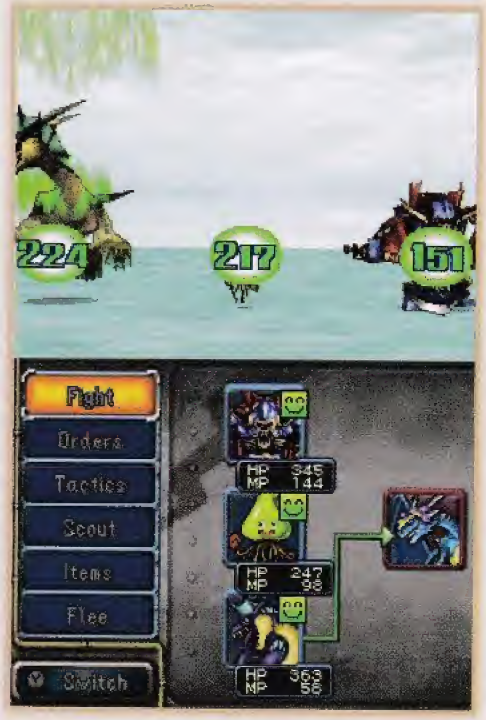
STAYING ALIVE

The most important matter during battle is to stay healthy. If every allied monster is K.O.ed, the battle is lost, and the scout will regain consciousness back at the *Albatross*, losing half the gold on hand! (And there's the reason to use the ATM, ladies and gentlemen—deposit gold before heading back out, since there's no need for gold in the field.)



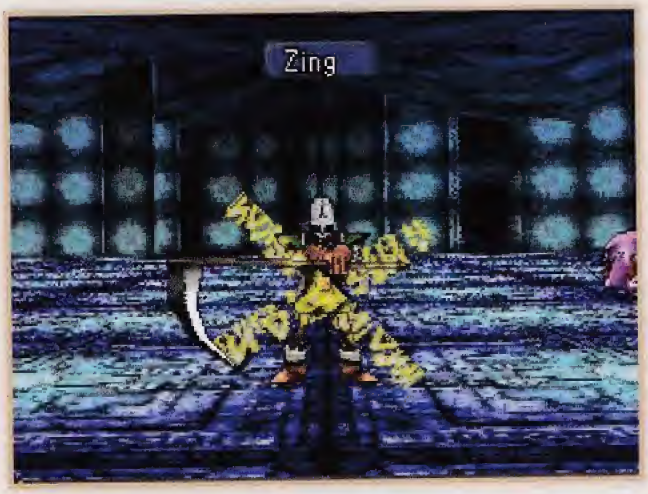
Early on, health is mostly maintained through the use of medicinal herbs, which are frequently found in the field. Don't be afraid to use items to heal in battle, since item use happens instantly before any monsters act, and items are plentiful.

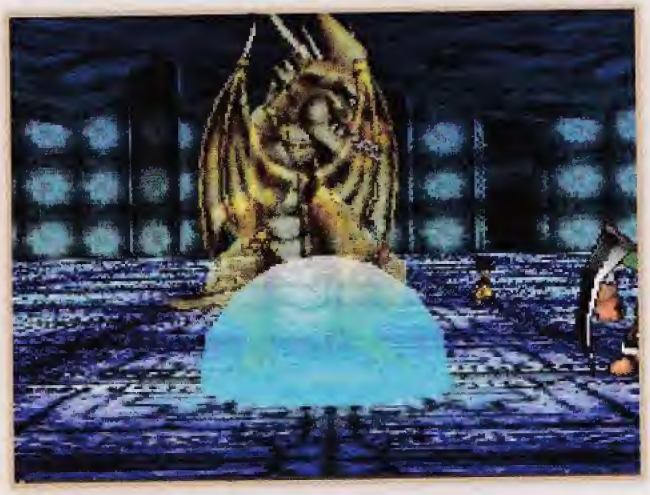
Soon enough, herbs won't be enough, but many monsters will learn potent healing Skills, which can be passed forward to new monsters as desired through synthesis. It's always a good idea to have a monster or two capable of acting as designated healer.



Eventually, Omniheal cast by a durable monster with a deep MP pool will solve most HP problems.

In order to take less damage in the first place, reducing the strain of healing, monsters can have their defensive abilities augmented. In many battles, spells like Buff, Kabuff, and Magic Barrier are crucial just to make a head-on fight feasible. Similarly, Traits like Steady Recovery, spells like Reheal, and the miracle mallet weapon are very helpful by continually refilling a little HP each time the monster acts.





Reviving downed monsters is difficult for a long time—it requires the use of rare items like Yggdrasil leaves or spells like Zing and Song of Salvation, which can fail. It's better not to get knocked out in the first place. Rolling the dice trying to "Zing" an ally back to life repeatedly during a tough battle can merely be paving the slippery slope to defeat. If there's an able-bodied monster in reserve, it's usually best to simply swap that monster in for an expired comrade. Otherwise, if revivification is absolutely necessary, use an assured item rather than an iffy spell. Once Kazing is available and the revive attempt is assured success, then things change regarding how tough it is to get friends back on their feet.

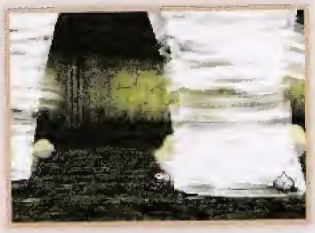
Focus on Healing is probably the most effective tactic via the fight command. Monsters never pass up healing when they're even more than moderately damaged, and if they're in good shape, they'll simply attack.

DEALING DAMAGE

With the party's health assured and the enemy potentially softened up with enfeebles and debuffs, the next most important thing is to chip away at the opposition's HP.

The most direct route is simply to attack. The damage of an attacking monster is determined by its attack rating and any bonus added by an equipped weapon or enhancements like Oomph and Oomphle. Some monsters have Traits like Hit Squad, which also enhance attack power by making monsters attack more than once per round. Plain old attacking is nice because it's free—no MP is expended, leaving a valuable resource conserved for healing, buffing, and status cures.

Of course, if a monster doesn't possess curing Skills or buffing spells, that's irrelevant. Such a monster will be able to use all its MP for "nuking" the enemy with offensive magic. Monsters with high wisdom and MP and a variation of the Wisdom Boost Skill are ideally suited to this role. A staff-type weapon will serve to boost wisdom further; viewing weapons conventionally for their attack power doesn't make a difference if the monster isn't going to be attacking.



Both approaches work well, although using spells as a primary source of damage works better and better as further progress is made into the game. Larger MP totals allow free and more frequent use of magic, enhanced Skills like Wisdom Boost II boost MP and wisdom higher, and better offensive spells inflict more damage to more targets. So don't worry if spell damage seems underwhelming at first, because MP is hard to come by, and the very first spells are naturally weak. Magic comes more and more into its own down the road.

It's useful to be able to put together a party whose only purpose is to stay alive while boosting allied attack as high as possible (while perhaps doing the opposite to enemy defence). Such a party would be good anyway, winning battles through brute force, but the real purpose is to increase the odds of scouting success when desired.

ODDS AND ENDS

This series offers more customization of the battle party than just about any other tactics or role-playing game. There are more than 300 monsters available, with hundreds of abilities and Traits that distinguish them. And any monster can be made to pass its characteristics forward to still-more powerful monsters through the magic of synthesis.

Because skill points and MP are both limited resources, and because only so many monsters can be in the party and actually involved in combat at any one time, it makes sense to specialize monsters for particular roles. Just throwing five or six monsters together may get by for a while, but eventually, it won't be enough. Things work most smoothly if at least a monster or two in each party is capable of babysitting the others—keeping HP levels safe, removing status ailments, buffing the party, and perhaps even reviving fallen allies. The quintessential "Focus on Healing" role, basically.

Specialization means that monsters won't be too diluted. Not until many, many hours of scouting and developing friendly monsters will enough skill points be earned to truly "maximize" any given monster; turnover is too high, and progress is too fast for a long, long time because of synthesis. Small monsters can only select three Skills, and medium monsters can select four. In no circumstance does it make much sense to assign every slot over to a Skill that confers more spells and abilities... Maximizing many Skills that grant abilities takes 100 skill points total, and few monsters will actually end up needing to use all of their abilities from one or two maximized Skills, let alone three or four. Instead, focus on adding in stat-boosting Skills alongside one or two really important ability-granting Skills. Select the Skills that fulfill the desired role for that monster, then surround those necessary Skills with stat-boosting Skills like Attack Boost, Wisdom Boost, Zam Guard, and so on.

Pound-for-pound, Kabuff is probably the most useful spell. For a pittance of MP, the entire party will take half damage from physical attacks. While exploring or going on scouting excursions, this is a bonus, but in harder fights or against bosses, it's vital.

Kabuff also somewhat diminishes the usefulness of the Defence Boost Skill in favor of the Wisdom Boost Skill. Defence can be boosted significantly through Buff or Kabuff and further enhanced with defend, but a larger MP pool cannot be magically manufactured, and wisdom-boosting abilities like Kaping are more of a luxury than Kabuff. Once we're talking about the second-tier of boosts, though, with Attack Boost II, Defence Boost II, and so on, then any of the stat-boosting Skills makes a huge difference when mastered.

Monsters left behind in the monster pen will still earn EXP very slowly over time. Even long-neglected monsters may end up with lots of skill points left lying around unallocated. By using the Monster List on the monster pen computer, all available monsters can be scanned, along with their unallocated points! It's worth going through this list from time to time just to see if any monsters that aren't in the normal rotation have enough skill points lying around to master a Skill, earning the next "tier" of that Skill during synthesis! Monsters that aren't being used can still end up very useful in this way, contributing leveled-up Skills to new synthesized offspring.

COMBAT IN THE MONSTER SCOUT CHALLENGE

Battles in the Monster Scout Challenge prohibit monster scouts from using items and from issuing direct orders to monsters. The substitute party of monsters is also disallowed from participating! To win rounds in the Monster Scout Challenge, the active party of monsters must carry the day on their own, with only their innate Skills and Traits and the tactics assigned by the monster scout to guide them.

This means that success in the Monster Scout Challenge has more to do with preparation than with micromanagement. Unbalanced teams that depend on constant intervention from the scout to succeed, whether in the form of item use or babysitting by issuing commands for every little specific action, will be badly exposed. On the other hand, balanced teams that include at least one healer and/or buffer alongside monsters capable of consistently dishing out damage will fare much better.

The best way to be prepared for the Monster Scout Challenge is to use powerful monsters that have Skills and abilities that make sense and resonate with the team. And the best way to get said powerful monsters is to synthesize, synthesize, synthesize! Synthesizing can produce monsters of higher rank, with better stats, Skills, and Traits.

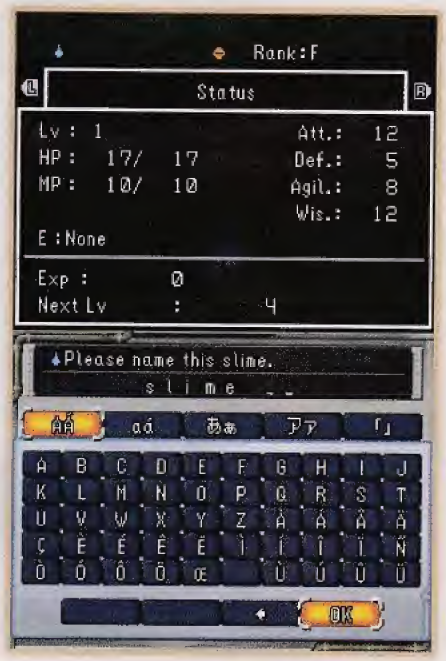
ACQUIRING MORE MONSTERS: SCOUTING

Obviously, one of the most important activities of a successful monster scout is... scouting! Scouting is the most direct and readily available method by which to add new monsters to the squad.

Scouting is available from the main battle menu. After electing to scout, one of the opposing monsters must then be selected as the target. The act of scouting occupies all friendly monsters for the entire turn—choosing to scout excludes the possibility of any other actions during that turn.

During a scouting attempt, all friendly monsters pool their attack strength not to damage the enemy, but rather to coerce the enemy into joining up! The scouting percentage of success, which is displayed while the target considers its choice, is derived from the attack power of the (up to) three monsters in the active party. Scouting is basically an attempt at intimidation, as the active monsters use a show of strength to impress (or frighten!) the target into leaving a life in the wild for one in the service of the scout.

If the scouting attempt is successful, the formerly opposing monster will join the party immediately, and the battle will end. It doesn't matter whether other monsters are remaining or have been defeated on the other side, since the battle will end with the spoils being the addition of a new beastly teammate. Instead of the normal battle spoils screen showing EXP, gold, and treasure gained, prompts will appear for the naming of the monster and for its placement in the active party, in the substitute party, or in the monster pen of the *Albatross*.



If the monster resists the scouting attempt, there are two possible outcomes:

The monster sizes up the situation. The scouting attempt has failed, and all enemy monsters get a free turn against the active friendly monster team. Scouting may be re-attempted.

The monster takes offense! Not only has the monster rejected the scouting attempt, but it is infuriated at the attempt, as are all other enemy monsters. The monsters are so enraged that more attempts at scouting are impossible for the rest of the battle. The monsters must just be defeated normally, and EXP and gold will be gained, but no new teammate. (Or rather teammonster?)

The success of scouting is based directly on the total attack power of your party, which is then compared against the enemy's level and rank. This makes it increasingly harder to scout more powerful foes... it's possible to have a 0% chance of scouting success against a foe that powerfully outclasses the active party. Consequently, the way to increase the likelihood of a winning outcome in scouting is to boost attack power as much as possible.

Most directly, you can accomplish this by simply having monsters with the highest innate attack power in the active party and equipping them with the weapons with the highest attack boosts. Note that the bonuses certain weapons get in damage against particular monster families also apply to scouting success! For example, sporting hammers while looking to scout slimes will increase the scouting percentage. (That is, unless there's a weapon available for a monster that has an attack value far enough ahead to make the bonus irrelevant. For a list of weapons and their bonuses, check out the Weapons chapter!)

Then, in battle, you can use spells and abilities that increase attack strength, including Oomph and Psyche Up. Remember, scouting is based on the strength of all three members. Hence, using attack-buffing abilities on all three active monsters will have a much more significant effect on scouting percentage versus only buffing one monster.

Some monsters have Skills that boost their damage against a particular monster family, and they will use these abilities to bolster the chance for success while scouting. However, for the monster to do this during a scouting attempt, its tactics setting must be set to either "Show No Mercy" or "Mix it Up" so that the monster is allowed to expend MP using the ability in the correct situation. If the monster is set to either refrain from using MP or to focus on healing, it will not use scouting-appropriate abilities to boost the odds of success. The monster also won't use abilities while scouting if MP is insufficient, of course.

Naturally, higher-level monsters will have larger attack values than their lower-leveled counterparts. If all else fails, pile up some more levels for the three monsters that are already the strongest available!

ACQUIRING MORE MONSTERS: SYNTHESIS

While scouting is the source for many monsters, synthesis is the doorway to more types of monsters, including the most powerful monsters in *Dragon Quest Monsters: Joker 2*. Synthesis becomes available after the scout locates Dr Lump and sees him safely aboard the *Albatross*, as Dr Lump takes up residence outside the holding pen.

One vitally important thing to keep in mind when it comes to synthesis is that when the two "parents" combine to form the new monster, both disappear from the roster. The end result is a monster more powerful than either of the parents, so it's a sacrifice to make eagerly.

SYNTHESIS: STEP BY STEP

There are five decisions that you must make when synthesizing monsters. These are the same five steps taken for every synthesis:

1. *Select two monsters as parents.*
2. *Select the synthesis result.*
3. *Assign Skills for the new monster.*
4. *Name the new monster.*
5. *Assign the monster to the active party, the reserves, or the monster pen.*

These are the basics of synthesis, but there's quite a bit more going on behind the scenes. The first step is the most important and is the foundation for every choice that follows it.

STEP 1

SELECTING PARENTS

In order to synthesize, two monsters must meet the following requirements:

1. *The monsters must be at least level 10.*
2. *The monsters must have different charges. Monsters have one of three types of charges: positive, negative, or neutral. The acceptable combinations for synthesis are positive/negative, positive/neutral, and neutral/negative.*

After selecting the parents, possible results from their union are displayed. In most cases, there are three choices, but there are specific combinations of monsters that result in fewer choices.

In the case of three choices, the family of the monster in the positive slot determines the family of the top option. The following chart (on the next page) shows the family of the final choice:

+ (ALONG TOP) + (DOWN SIDE)	SLIME	DRAGON	NATURE	BEAST	MATERIAL	DEMON	UNDEAD
SLIME	Slime	Material	Dragon	Undead	Demon	Undead	Beast
DRAGON	Material	Dragon	Beast	Material	Demon	Undead	Slime
NATURE	Dragon	Demon	Nature	Dragon	Demon	Slime	Demon
BEAST	Undead	Material	Dragon	Beast	Nature	Dragon	Material
MATERIAL	Demon	Demon	Demon	Nature	Material	Nature	Slime
DEMON	Undead	Undead	Slime	Dragon	Nature	Demon	Nature
UNDEAD	Demon	Slime	Demon	Material	Slime	Nature	Undead

Once the family is determined, the specific monster choices in the first two slots are the monsters with strength ratings at least one greater than the strength rating of the strongest parent (a complete listing of strength ratings is included in the Monster Data section of this guide). The third choice (determined by the chart) is the monster with a strength rating at least one greater than the strength of the lower strength parent.

For example, putting a bag o' laughs (Material, strength 5) in the positive spot and a funghoul (Undead, strength 22) in the negative spot results in the following choices:

spitnik (Material, strength 32)

muddy hand (Undead, strength 29)

bad egg (Material + and Undead - = Slime, strength 8)

Tracking Synthesis and Reaching Higher Levels

It's easy to keep track of which monsters are the results of synthesis and which are acquired in other ways. Synthesized monsters have a plus sign and a number next to their letter rank. If two scouted monsters are synthesized, then their offspring has a +1 next to its rank.

Each synthesis involving a creature with a number after its rank increases this number in its offspring. In synthesis involving a scouted monster and a synthesized monster, the scouted monster counts as +1. If both parents are synthesized monsters, then their offspring's rank will be the sum of their rank modifiers. For example, synthesize a D+2 and an E+3, and their offspring is +5.

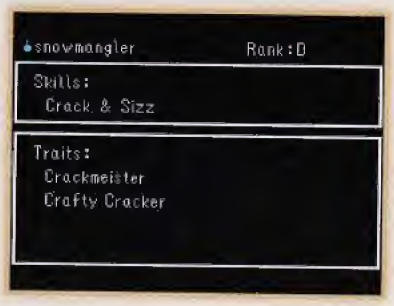
Why is this number important? It has to do with level caps. Monsters with any value from 0 to 4 can reach only level 50, while monsters with values ranging from 5 to 9 are able to reach level 75. Any monsters with values 10 or higher can go all the way to level 100!

Parents impact their offspring in two additional ways. First, most of the Skills available to the new monster are passed down from its parents (more on that in Step 3). Second, the new monster's stats (HP, MP, attack, defence, agility, and wisdom) are equal to the sum of the stats of its parents, then divided by four (any fractions are lost). Even though all synthesized monsters start at level 1, they're often more powerful than wild monsters that are a few levels higher. Don't be in a hurry to synthesize monsters just because they hit level 10!

STEP 2

SELECT SYNTHESIS RESULT

With Step 1 out of the way, now it's time to consider synthesis result options. Press up and down on the + control pad to preview the potential new monsters. If a monster is new, the word NEW appears near the monster's name. If a letter appears next to a monster's name, it means that the creature is a higher rank than either of its parents. The top window shows the Skills inherent to the monster and its Traits. Unlike everything else in synthesis, the parents have no impact on their offspring's Traits, as Traits are determined solely by the created monster.



Positive or Negative?

A synthesized monster's charge is determined randomly until certain items are found. Positive and negative have an equal 47% chance of occurring, while only 6% of monsters are neutral.

Charge can be controlled through the use of two items, the Plus sceptre and the Minus sceptre. Equip either one of these items on the parents before synthesis, and the charge of their offspring is determined.

Inheriting Points

Before any monster is used in synthesis, check to see if it is about to hit a level where it earns additional Skill Points. Why? Parents pass down more than just a list of Skills to their offspring.

One-half (rounded down) of the total points the parents had allocated to a chosen Skill transfer to the new monster. Don't worry about keeping track of this; the Points column on the Select Skills screen does this automatically.

What isn't shown on the screen is unallocated points. Any unallocated points are passed down at the rate of one for every four points the parents had between them. Obviously, it's more efficient to allocate the points to Skills before synthesis, but if there's only one Skill you want to pass along via synthesis, then there's no reason to waste the points on the monster's other Skills.

STEP 3

SKILLS SELECTION

The number of Skills allowed to assign to the new monster depends on the monster's size. Small monsters get three Skills, medium monsters get four Skills, and large monsters get five Skills. The Skills made available during synthesis are determined in three different ways.

1. *The choices appearing at the top of the list are the Skills inherent to the synthesized creature.*
2. *The Skills with + next to them are the Skills from the parent in the positive slot. The Skills with - next to them are the Skills from the parent in the negative slot. If both parents have the same Skill, it shows up with both a + and - next to it.*
3. *Additional choices are available due to the parents meeting certain conditions.*

The Skills section of the guide includes details on unlocking specific Skills, but generally, they're unlocked in one of two ways. The first way involves Skills that have tiers to them, such as Fire/Fire II/Fire III. The parents involved in the synthesis must have allocated the maximum number of points for a Skill between them to unlock the next higher Skill. If one parent has 50 points in Fire (the maximum number of points in Fire), then Fire II becomes unlocked. If one parent has 30 points in Fire and the other has 20 points in Fire, then Fire II becomes unlocked. Unlocking other Skills requires a minimum number of points spent in a few different Skills. In order to unlock Iceplosion Slashes, the parents must have allocated 18 points in Boom Boxer, 17 points in Icemeister, and 12 points in White Knight.

THE FINAL STEPS

NAMING AND ASSIGNING THE NEW MONSTER

There's not much to these steps, but they still must be completed before ending synthesis. Give the new monster a name, then assign it to either the active party or the reserves, or send it to the monster pen. Now those are all the tools needed to build a powerful fighting force! There's nothing else to synthesis, right? Well, not exactly...

SPECIAL SYNTHESIS

Not all types of synthesis are created equal. While the same steps as normal synthesis are always followed, there are four different types of synthesis that kick in when the parents meet certain conditions. The Monster Data section of the guide provides details for each monster, but the following is a quick overview of how each works.

SPECIAL SYNTHESIS
AFFECTION SYNTHESIS

Affection synthesis includes two monsters of the same type, but the special condition is their level. If, for example, a slime and a slime are synthesized, the result is another slime. However, if both slimes are at least level 20, then the result is a slime X.

SPECIAL SYNTHESIS
LINEAGE SYNTHESIS

Synthesis involving specific monsters may result in types of monsters unavailable through other means. Lineage synthesis can be either two specific monsters or the combination of one specific monster with any monster from a specific family. An example of the first type is the scissor beatle. The only way to synthesize a scissor beatle is to cross a yabby with a scorpion. An example of the second is scorpion. The only way to synthesize a scorpion is to combine a crabid with any member of the Nature Family.

SPECIAL SYNTHESIS
FOUR-BODY SYNTHESIS

In four-body synthesis, it's the grandparents that matter. To synthesize a khalamari, the parents of *its* parents must be pairs of khalamari kids and king squids. How the khalamari kids and king squids are fused is irrelevant.

Before jumping into four-body synthesis, both the Plus sceptre and Minus sceptre should be obtained. Having these items in possession results in a great deal less potential frustration and restarting the game due to synthesized monsters having the same charge!

SPECIAL SYNTHESIS
INCARNUS SYNTHESIS

The final type of special synthesis deals with one specific family of monsters, the Incarnus. The Incarnus are a subset of the ??? family and include the following monsters: wulfspade, hawkhart, cluboon, diamagon, wulfspade ace, hawkhart ace, cluboon ace, diamagon ace, Ace of Spades, and Wildcard.

Incarnus synthesis is a similar to lineage synthesis, with a slight twist. It's the rank of the second parent (the one that isn't Incarnus) that determines the final monster.

BUILDING THE PARTY

With the sheer amount of creatures roaming about and the potential for improvement and customization offered by synthesis, it's clear there will be a lot of party development required. Each new generation of allies created by synthesis will start at lv1 again and requires leveling up to at least lv10 in order to be ready for more fusing. (And the more EXP, the better the synthesis result—while it's *possible* to synthesize as soon as a candidate is lv10, that doesn't mean it's the best idea to do it right away before higher stats and more skill points are earned with more leveling.)

There are several ways to go about bringing new monsters up to snuff. The simplest is to just keep "lowbies" in the reserves. The substitute party doesn't earn as much EXP as the main party that actually wins the fight, but the subs still earn way more than the monsters sulking back at the pen in the *Albatross*. By putting new monsters in the reserve party, they can be easily leveled to at least lv10 without the scout actually ever having to use them. Just keep the three best monsters in the active party, and use them against foes their own size as normal.

To boost a single candidate more quickly, take a little risk and place the creature in the main party against much tougher foes. With two full-strength allies alongside the low-level monster, a defensive spell like Buff, and a little luck, the little guy should gain a ton of levels in just a few fights.

Very quickly, monsters become not-so-helpless. And if the low-level monsters are actually higher in rank than most of their predecessors (which is one of the main things a practitioner of synthesis should shoot for), then the new monsters won't have to make it all the way up to the level of the current main party in order to supplant them as the most powerful allies.

These are just general approaches to easily gaining EXP for new generations. It's possible to do it much more quickly...

TOTALLY METAL

There is no sight in the wild lovelier than a metal monster. These peculiar creatures panic easily, and they are incredibly prone to flight—while roaming the wild, they will immediately run away if they sense the scout approaching. Even during battle, they may flee at any time, even as the first thing they do. They are also incredibly resilient, with huge defence and agility ratings making them capable of evading almost any incoming attacks, and they are totally immune to many forms of damage.

Still, metal monsters have really low HP, so if they *can* be hit, they can be defeated rather easily. And they give so much EXP! These metal creatures are like EXP piñatas, giving roughly 10 times more EXP than they should for their level.

Each time the scout visits a region, there are a few spots where metal monsters may show up, roaming in the wild. These spots are marked on the detailed maps of this guide. Once the scout encounters metal monsters in the wild, they won't reappear until the scout leaves the region entirely. Approach metal monsters from behind to avoid scaring them away before battle even begins.

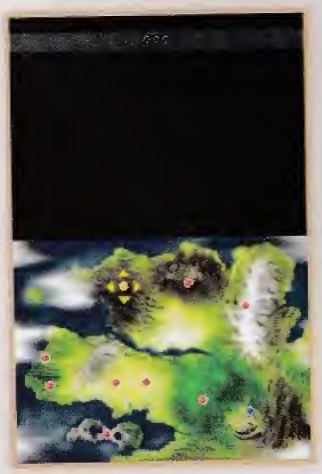
Metal monsters will also rarely appear alongside other monsters encountered in the wild.

While metal monsters are extremely defensive and evasive, some weapons and abilities are anti-metal and assured of dealing damage against metal monsters. When hunting metal monsters, packing anti-metal weapons like the obsidian sword is essential.

Eventually, thanks to metal tickets received from blue treasure chests (and in a few other places), it's possible to fight metal monsters much more deliberately, in a kind of EXP minigame.

METAL MENAGERIE

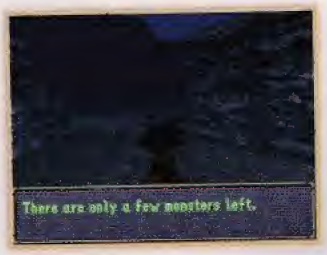
A metal ticket buys one entrance into the Metal Menagerie. "Use" a metal ticket from the item inventory, then exit any region to travel to the world map screen. From here, the Metal Menagerie can be accessed as the "???" location.



The Metal Menagerie is a rocky, otherwise nondescript valley that happens to be distinguished by a teeming abundance of metal monsters.

By sneaking up on metal monsters here, you can fight and defeat metal slimes repeatedly in succession. Occasionally, metal slimes will be accompanied by a hunter mech, but this accompaniment can and should be ignored in favor of piling onto the metal slimes.

Since the Metal Menagerie is populated almost entirely with metal slimes, a party can be tailored specifically to metal mashing. Everyone should have metal weapons at a minimum. Multi-hitting monsters using metal weapons, like swarmtroopers, can more or less guarantee knockouts against metal slimes.



The Metal Menagerie runs on an invisible timer. Notices will appear to inform the scout when the metal slime well is close to running dry, and again to update that all metal slimes have scrammed. At that point, the scout is automatically returned to the world map, and the Metal Menagerie is again inaccessible (at least until another metal ticket is used!).

Exactly when the slimes will run out during a visit is widely variable. Essentially, just try to fight as many slimes as quickly as possible, and make the most of the battles.

Eventually, after chapter 9, liquid metal slimes will always show up in the Metal Menagerie, making metal tickets and thus Menagerie visits ever more valuable. By now, the Vanish Scouting Skill assures that slimes can always be snuck up on successfully, without scaring off metal monsters. Even with Vanish up, be sure to initiate combat by approaching from behind—surprise attacks are never more valuable than when they are used against a group of liquid metal slimes!

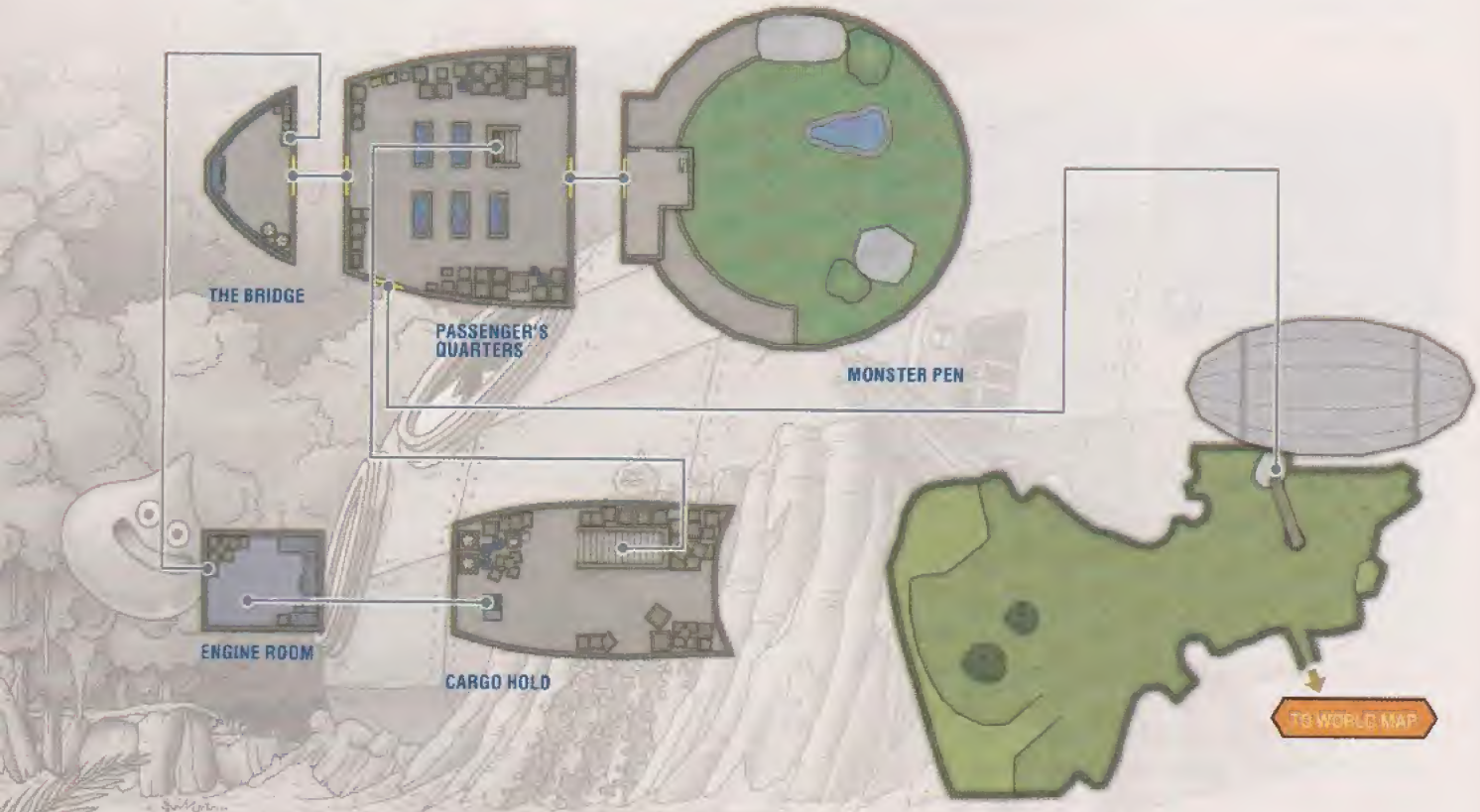
THE ALBATROSS

The Monster Scout Challenge is a tournament that attracts competitive monster scouts from all over the world. Your character, the hero scout, begins his journey hiding in a wooden cargo crate, which sits waiting to be loaded into a nearby airship that is bound for the arena.

When the coast is clear, press any button to shake the lid off the crate.

Although the crate is sealed for human from humans, many monsters have later powers of perception than people.

AREA CONNECTIONS ON THE *ALBATROSS*



WILD MONSTERS

MONSTERS

MONSTER			RANK	FAMILY	LV	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
1		SLIME	3		1	8	0	8	5	10	12	3	1	♥♥♥	—	medicinal herb	120 Slimer 177 Defense Boost

THE STOWAWAY SCOUT

OBJECTIVE Become acquainted with the ship's passengers and crew.

THE *ALBATROSS* IN DETAIL

The scout is discovered! The captain elects to introduce the fresh fish as a journeyman into the ship's crew, instead of just pitching the transgressor overboard. Quite generous, especially from a man named Rex Mayday.

The first order from the captain: the scout must greet everyone formally. This process also doubles as a tour of the vessel and its accommodations.

All in Due Time

The red treasure chests aboard the Albatross are all locked initially. As the story progresses, each chest eventually becomes unlocked.

Eugene Poole, Lily Gilder, *and* ***Melonie*** *(as well as the Countess) can be found in the passenger's quarters.*

Below decks, ***Archie Logg*** *waits in the cargo hold.*

Rory Bellows *labors in the engine room.*

After the hero has met with everyone and returned to Captain Mayday to report, a commotion arises from the passenger's quarters. The captain wants it checked out.

The Countess is the first one alarmed, but soon everyone realizes that something is amiss, as forces from outside build until the cabin starts shaking violently. Now is probably a good time to check and see how Rory is doing in the engine room...

The turbulence causes the engine to start failing. Rory will do all he can, but the captain should be informed of the situation.

There's nothing anyone can do to keep the storm from knocking this bird out of the sky. The Albatross is going down!

The scout regains consciousness outside. This is the first chance to explore an open area. Treasure and materials can be gathered from the field, and the first Scout's Stone is here.

The wreck of the *Albatross* lies on the north end of the area. The entrance back into the *Albatross* is accessible either by climbing vines, or by learning **Zoom** from the **Scout's Stone** and then using it.

Secrets of Old

From the strange Scout's Stone monoliths, the intrepid scout can learn special scout abilities. This first stone offers up **Zoom**, *which allows instant travel back to previously visited regions from almost anywhere! For now, that just means the Albatross, but at least it's a start.*

The *Albatross* is mostly intact but abandoned. The only occupant left is a single monster in the monster pen. There's no one inside. Back outside, Rory Bellows is found again, just upon exiting the *Albatross*. He's safe and is thrilled to see a survivor. To make sure that the scout is a little better prepared, Rory lets out the last monster for the scout's use, and he unlocks his treasure chest in the engine room!

The First Monster

Six monsters can be seen in the monster pen before the wreck of the Albatross. After the crash, only one monster remains—this is the monster who soon joins the scout. Whenever a new game is started, the remaining monster is randomly selected from these candidates:

Spooky (ghost)

Philiage (platypunk)

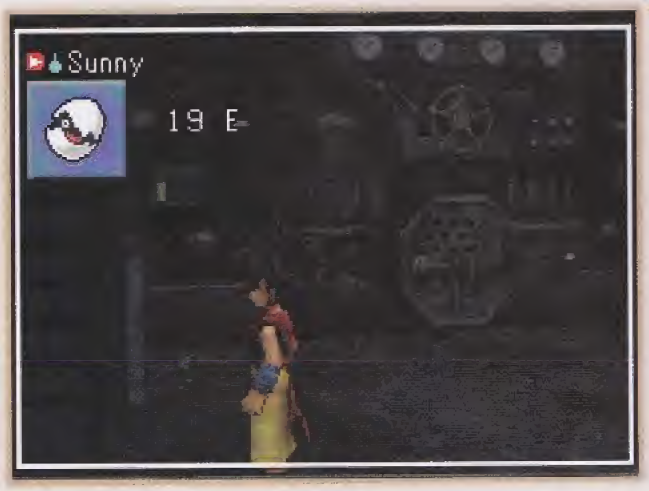
Jasper (bag o' laughs)

Fang (komodo)

Buddy (capsichum)

Sunny (bad egg)

Don't worry about only getting one of these six monsters at first, as it's not a matter of missing out—no matter which monster is left at the beginning, each of the possible starting monsters can be acquired eventually through scouting in the wild.



Equip the cypress staff found in Rory's treasure chest for a boost to attack power before the first battle.

Outside, Rory provides coaching and encouragement during the first attempts at fighting and scouting. The only baddies here are slimes—soft targets both literally and figuratively. And so cheerful looking! After adding a slime or two to the party and getting comfortable with combat, it's time to head deep into the jungle of Treepidation. If Rory is all right, maybe some of the other passengers made it, too. The Monster Scout Challenge seems very far away at the moment.

KNOW YOUR ROLE

The iconic, lowly slime is the first monster available to both fight and scout. As a slime levels up, it can learn to heal other monsters in the party. Its defence and HP can also be increased, making the slime a great companion for keeping the party healthy and for staying alive while doing so. As monsters level up and diversify in their abilities and strengths, consider what they bring to the table in a party and what particular roles they fill. Is a monster best suited for dealing damage, supporting the party with buffing magic, or debilitating enemies with enfeebling abilities? Keep this in mind when equipping items, too. If a monster won't be directly attacking very often, it can still benefit from a weapon that provides stat boosts or other beneficial properties beyond just increasing raw damage. Likewise, give the attackers the weapons with the best attack rating and the best bonuses to direct damage. Assembling parties of monsters that can complement each other results in much more consistent success than simply throwing any three monsters together at a time.

One Stop $hopping

The passenger's quarters of the Albatross contain several automated machines designed to provide supplies and aid to the monster scout. These devices include an **ATM**, *the* **Item Vendor**, *and a* **machine parts deposit box**. *They aren't accessible initially, but they become available not too far along in the adventure.*

A Penny Saved is a Penny Earned

The ATM allows the forward-thinking scout to sock his coin away in the bank, where it's safe from peril. If all the scout's monsters get knocked out in the field, everyone regains consciousness safe inside the Albatross—but half of the scout's gold on hand will be gone! Bank surplus gold in the ATM to avoid losing money needlessly when outmatched in the field.

Item Vendor

Once operational, the Item Vendor stocks lots of useful merchandise. Acquire **machine parts** *and deposit them in the receptacle adjacent to the Item Vendor to improve the quality of items available.*

AVAILABLE WHEN THE ITEM VENDOR IS FIRST ACCESSIBLE

NAME	DESCRIPTION	PRICE
medicinal herb	Restores 30 HP to a single ally.	8
antidotal herb	Cures a single ally of the effects of poison.	10
copper sword	Attack +10	270
iron lance	Attack + 9 / Rather effective against slimes (1.05x damage).	310
stone axe	Attack +7	180
oaken club	Attack +3 / Increases defence.	120
leather whip	Attack +4 / Deals damage to all enemies.	380
stone claws	Attack +5 / Increases agility by 8.	200
cypress staff	Attack +4 / Increases wisdom by 10.	150

AVAILABLE AFTER DEPOSITING *1* MACHINE PART

NAME	DESCRIPTION	PRICE
moonwort bulb	Cures a single ally of the effects of paralysis.	30
smelling salts	Cures a single ally of the effects of sleep and confusion.	80
divine dagger	Attack +13 / Rather effective against the undead (1.05x damage).	530
pitchfork	Attack +16 / Rather effective against naturalists (1.05x damage). Makes critical hits easier to land.	780
woodcutter's axe	Attack +14 / Rather effective against beasts and naturalists (1.05x damage).	650
sludgehammer	Attack +12 / Rather effective against materialists and slimes (1.1x damage).	400
battle whip	Attack +10 / Deals damage to all enemies.	630
iron claws	Attack +11 / Increases agility by 10	500

AVAILABLE AFTER DEPOSITING *4* MACHINE PARTS

NAME	DESCRIPTION	PRICE
wizard's penny	Increases one ally's resistance to magic.	310
Insulade	Increases one ally's resistance to fire and ice breath attacks.	350
rapier	Attack +18 / Rather effective against dragons(1.05x damage).	840

AVAILABLE AFTER DEPOSITING *7* MACHINE PARTS

NAME	DESCRIPTION	PRICE
strong medicine	Restores 50 HP to a single ally.	50
Positive Puller	Lures ⊕ monsters into battle. The effect wears off after the battle.	1500
Think Negative	Lures ⊖ monsters into battle. The effect wears off after the battle.	1650
jumbo Insulade	Increases all allies' resistance to fire and ice breath attacks.	1050
steel broadsword	Attack +30 / An ordinary steel sword.	2000
sacred spear	Attack +22 / Rather effective against demons (1.05x damage).	920
iron axe	Attack +23	990
iron hammer	Attack +24 / Increases defence by 8.	1540
thorn whip	Attack +14 / Deals damage to all enemies.	1400
metal claws	Attack +15/ Highly likely to land a hit against metal monsters. Increases agility by 24.	1650

AVAILABLE AFTER DEPOSITING *11* MACHINE PARTS

NAME	DESCRIPTION	PRICE
antimagic powder	Enchanted dust used to seal an enemy's magic.	100
Oomph powder	Greatly increases the attack power of a single ally for 2 to 5 turns.	900
Sag powder	Greatly decreases the attack of a single enemy for 2 to 5 turns.	900
mistake medicine	Inflicts a status ailment on a single foe.	600
zombiesbane	Attack +36 / Rather effective against the undead (1.1x damage).	3850
partisan	Attack +28 / Rather effective against materialists (1.05x damage).	2300
woodsman's axe	Attack +32 / Rather effective against beasts and naturalists (1.1x damage).	2150
war hammer	Attack +31 / Occasionally crushes foes in a single blow.	5200
snakeskin whip	Attack +20 / Deals damage to all enemies.	1800
sacred claws	Attack +25 / Effective against demons (1.15x damage). Increases agility by 19.	2500
rune staff	Attack +12 / Increases wisdom by 22.	580

AVAILABLE AFTER DEPOSITING *16* MACHINE PARTS

NAME	DESCRIPTION	PRICE
special medicine	Restores 120 HP to a single ally.	250
Yggdrasil leaf	A mystical leaf that resurrects a single fallen ally.	1500
Sapperine	Greatly decreases the defence of a single enemy for 4 to 7 turns.	900
Deceleratonic	Greatly decreases the agility of a single enemy for 4 to 7 turns.	900
Dimium	Greatly decreases the wisdom of a single enemy for 4 to 7 turns.	900
dragonsbane	Attack +41 / Rather effective against dragons (1.1x damage).	4700

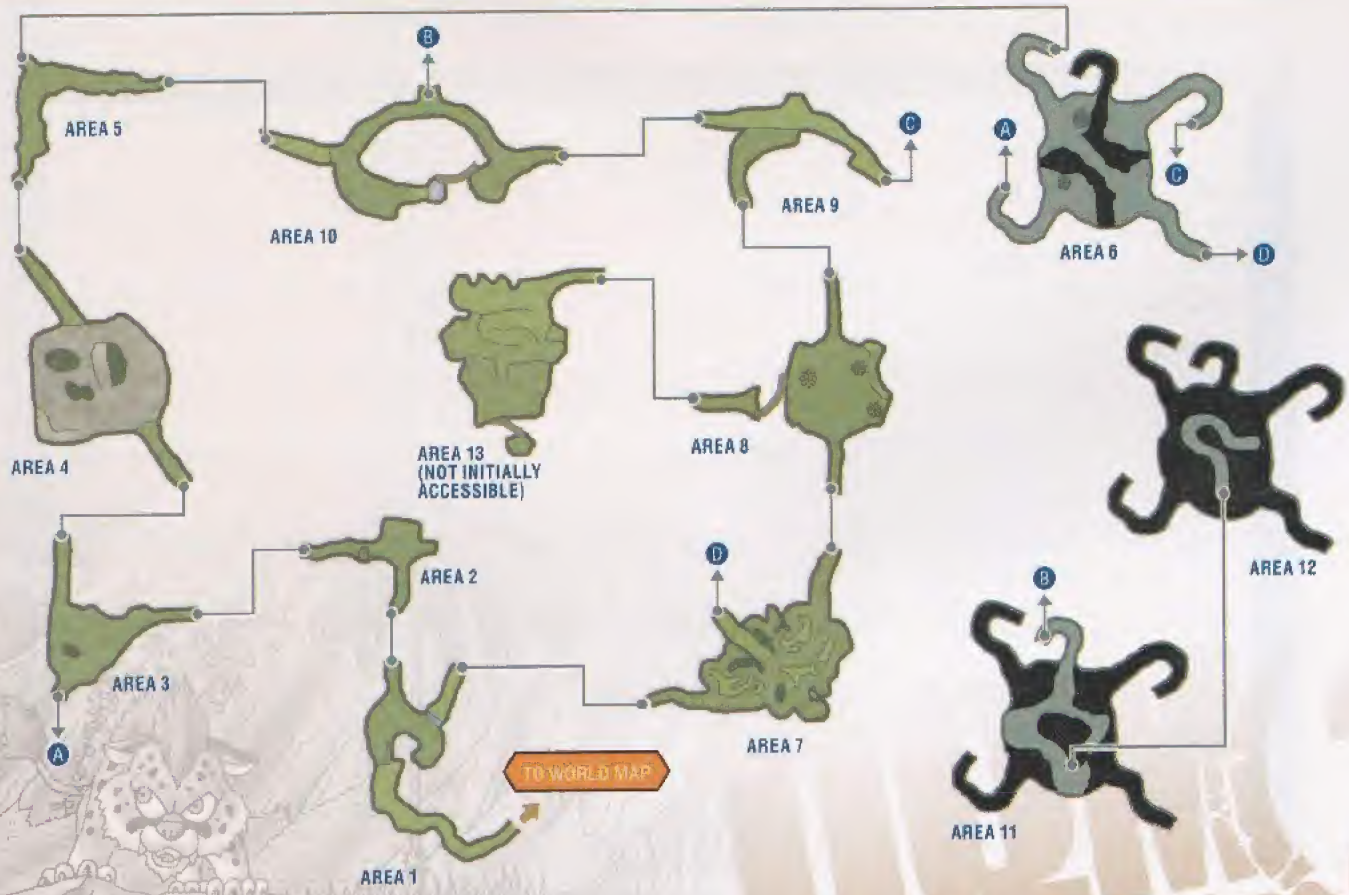
AVAILABLE AFTER DEPOSITING *23* MACHINE PARTS

NAME	DESCRIPTION	PRICE
Bufferine	Greatly increases the defence of a single ally for 4 to 7 turns.	900
Acceleratonic	Greatly increases the agility of a single ally for 4 to 7 turns.	900
Pingium	Greatly increases the wisdom of a single ally for 4 to 7 turns.	900
obsidian sword	Attack +48 / Highly likely to land a hit against metal monsters.	7000
holy lance	Attack +34 / Rather effective against the undead (1.05x damage).	2850
headsman's axe	Attack +39 / Makes critical hits easier to land.	4200
miracle mallet	Attack +37 / Restores some of the wielder's HP.	5800
sidewinder	Attack +30 / Deals damage to all enemies.	2800
razor claws	Attack +33 / Increases agility by 24.	3100
crystal staff	Attack +34 / Increases wisdom by 33.	3600

TREEPIDATION

Treepidation is the first accessible area outside of the Albatross. The search continues here for other crew members.

AREA CONNECTIONS IN TREEPIDATION



WILD MONSTERS

LOCATION TABLE—CLEAR DAY

#	MONSTER NAME	AREA 1	AREA 2	AREA 3	AREA 4	AREA 5	AREA 6	AREA 7	AREA 8	AREA 9	AREA 10	AREA 11	AREA 12
1	SLIME	●&D	●&D	●	—	●&D	—	—	—	—	●&D	—	—
3	SWARMTROOPERS	—	—	—	—	—	D	—	●	—	●&D	—	—
6	DRACKY	—	—	D	—	D	●	D	—	D	D	●	—
12	MUD MANNEQUIN	—	—	—	●&D	—	—	—	—	—	—	—	—
13	LIPS	—	—	—	●	—	●&D	—	—	—	—	●	D
14	STUMP CHUMP	●&D	●	●&D	—	—	—	●&D	D	—	—	—	—
17	SCISSOR BEATLE	—	—	—	—	—	—	—	●&D	—	—	—	—
22	FUNGHOUL	—	—	—	—	—	—	—	—	—	●&D	—	—
25	HELL HORNET	—	—	—	—	—	—	●	●&D	●&D	—	—	—
28	CONKLAVE	—	—	—	—	—	—	—	—	—	—	—	—
29	MUDDY HAND	—	—	—	●&D	—	—	—	—	—	—	—	D
31	MENTAL PITCHER	—	—	—	—	—	—	—	—	—	—	—	—
37	GREAT SABRECUB	—	●&D	●	—	D	—	●	—	●	—	—	—
39	CHEEKY TIKI	D	—	—	—	—	—	—	—	—	—	—	—
40	HEEDOOVOODOO	—	—	—	—	●	—	—	—	●	●	—	—
47	FROGFACE	—	—	—	—	—	—	—	—	—	—	—	—
54	HEADHUNTER	—	D	—	—	—	—	D	—	—	—	—	—
126	GREAT SABRECAT	—	D	●	—	—	—	—	—	—	—	—	—
189	BOSS TROLL	—	—	—	—	—	—	—	—	—	D	—	—
90	MEDDLE SLIME	●	—	—	—	—	—	●&D	—	—	—	—	—

LOCATION TABLE—RAINING

#	MONSTER NAME	1	2	3	4	5	6	7	8	9	10	11	12	13
1	SLIME	—	—	—	—	●	—	—	—	—	D	—	—	—
3	SWARMTROOPERS	—	—	—	—	—	D	—	—	—	—	—	—	—
6	DRACKY	D	—	D	—	D	●	D	—	D	—	—	—	—
12	MUD MANNEQUIN	—	—	—	●	—	—	—	—	—	—	—	—	—
13	LIPS	●&D	—	●&D	●&D	—	—	●&D	●	—	D	—	—	—
14	STUMP CHUMP	—	●	—	—	—	—	—	—	—	—	—	—	●
17	SCISSOR BEATLE	—	—	—	—	—	—	—	D	—	—	—	—	—
22	FUNGHOUL	—	—	●	—	●&D	●&D	—	—	●&D	●&D	—	—	●
25	HELL HORNET	—	—	—	—	—	—	—	—	—	—	—	—	—
28	CONKLAVE	—	—	—	D	—	—	—	D	—	—	—	—	●&D
29	MUDDY HAND	—	—	—	●&D	—	—	—	—	—	—	—	—	—
31	MENTAL PITCHER	—	—	●	—	●&D	—	●&D	—	●&D	—	—	—	—
37	GREAT SABRECUB	—	D	—	—	—	—	—	●	—	—	—	—	—
39	CHEEKY TIKI	—	—	—	—	—	—	—	—	—	—	—	—	D
40	HEEDOOVOODOO	—	—	—	—	—	—	—	—	—	—	—	—	●
47	FROGFACE	●&D	●&D	●&D	●&D	●&D	—	●&D	●&D	●&D	●&D	—	—	●&D
54	HEADHUNTER	—	D	D	—	—	—	—	—	—	—	—	—	D
126	GREAT SABRECAT	—	—	—	—	—	—	—	●	—	—	—	—	—
189	BOSS TROLL	—	—	—	—	—	—	—	—	—	—	—	—	D
90	MEDDLE SLIME	●	—	—	—	—	D	—	—	—	—	—	—	●&D

MONSTERS

	MONSTER	RANK	FAMILY	LV	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
1	SLIME	F		1	7	7	8	5	10	12	3	1	♥♥♥	—	medicinal herb	120 Slimer 180 Agility Boost 186 Frizz Ward
3	SWARMTROOPERS	F		1	18	5	18	7	14	2	15	2	♥♥♥	—	moonwort bulb	34 Woosh & Zap 180 Agility Boost 186 Frizz Ward
6	DRACKY	F		1	14	0	18	9	20	22	10	4	♥♥♥	—	monster manure	76 Dark Knight 180 Agility Boost 210 Sap Ward
12	MUD MANNEQUIN	F		1	20	10	15	7	25	16	16	12	♥♥♥	Weird Dance Sultry Dance	magic elixir seed of magic (rare)	107 Dancer 183 Wisdom Boost 204 Ban Dance Ward
13	LIPS	F		1	26	7	14	4	19	11	18	15	♥♥♡	Frizz Tongue Lashing	cypress staff	94 Hypnotist 183 Wisdom Boost 206 Inaction Ward
14	STUMP CHUMP	F		2	12	8	14	9	12	13	8	5	♥♥♥	—	medicinal herb	126 Green Finger 177 Defence Boost 188 Woosh Ward
17	SCISSOR BEATLE	F		4	36	14	37	34	29	14	33	7	♥♥♡	Double Up Snooze	seed of defence	127 Hive Mind 177 Defence Boost 186 Frizz Ward
22	FUNGHOUL	F		2	24	16	22	8	19	18	24	9	♥♥♡	Sweet Breath Poison Breath	antidotal herb fleeing from large monster: antimagic powder (rare)	122 Graveheart 183 Wisdom Boost 189 Crack Ward
25	HELL HORNET	F		3	18	5	20	9	30	12	27	13	♥♥♥	—	moonwort bulb	98 Diminisher 180 Agility Boost 208 Sleep Ward
28	CONKLAVE	F		2	24	5	22	17	14	10	22	7	♥♥♡	Dragon Slash	medicinal herb copper sword (rare)	4 Frizz & Woosh 183 Wisdom Boost 187 Bang Ward
29	MUDDY HAND	F		1	17	5	13	10	15	12	8	2	♥♥♥	—	medicinal herb fleeing from large monster: seed of life (rare)	128 Materialist 183 Wisdom Boost 200 Poison Guard
31	MENTAL PITCHER	F		5	64	6	36	19	16	4	53	27	♥♥	Dazzle	seed of wisdom	13 Frizz & Sizz 183 Wisdom Boost 192 Sizz Ward
37	GREAT SABRECUB	E		5	40	7	42	14	76	32	39	22	♥♥♡	Mercurial Thrust Sandstorm	stone claws fleeing from large monster: antidotal herb strong medicine	121 Naturalist 180 Agility Boost 201 Drain Magic Ward
39	CHEEKY TIKI	E		4	30	8	24	33	20	38	30	6	♥♥♡	Kasap	medicinal herb	119 Trickster 177 Defence Boost 207 Paralysis Ward
40	HEEDOOVOODOO	E		6	36	15	44	20	45	48	44	33	♥♥♡	Frizz Poisonous Touch Sultry Dance	strong medicine fleeing from large monster: cypress staff rune staff (rare)	118 Mime 183 Wisdom Boost 190 Zap Ward
47	FROGFACE	E		5	37	10	38	30	21	22	32	18	♥♥♡	Poison Breath	antidotal herb "Positive Puller" (rare)	77 Healer 177 Defence Boost 186 Frizz Ward
54	HEADHUNTER	E		6	66	7	52	29	5	36	60	17	♥♥	Demon Demeaner Double Up	stone axe iron axe (rare)	110 Berserker 174 Attack Boost 209 Sag Ward
126	GREAT SABRECAT	C		18	156	15	125	85	166	31	420	115	♥	Mercurial Thrust War Cry	iron claws fleeing from large monster: medicinal herb seed of agility (rare)	82 Speedster 180 Agility Boost 198 Whack Ward
189	BOSS TROLL	B		20	744	23	242	52	90	12	1036	20	♡	Psyche Up	oaken club Brawn Over Brains (rare)	89 Anti-Dragon 174 Attack Boost 212 Dim Ward
90	MEDDLE SLIME	—		1	2	128	11	500	128	50	231	5	♡	Frizz	seed of agility seed of defence (rare) fleeing from large monster: medicinal herb seed of agility (rare)	120 Slimer 180 Agility Boost 211 Decelerate Ward

INTO THE WILD

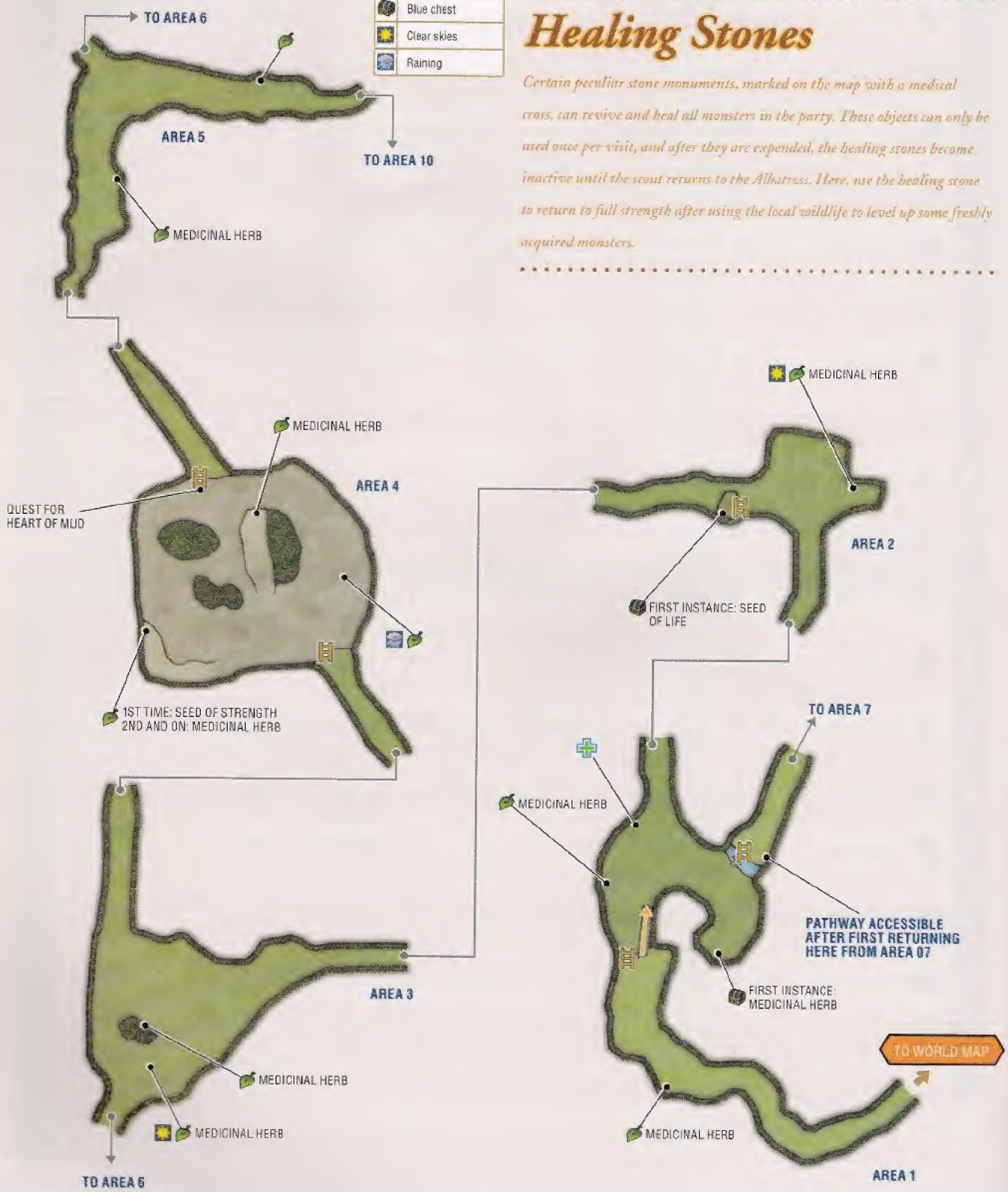
OBJECTIVE Follow Rory and search for other survivors.

MAP KEY
Leaf node
Healing stone
Blue chest
Clear skies
Raining

TREEPIDATION IN DETAIL

Healing Stones

Certain peculiar stone monuments, marked on the map with a medical cross, can revive and heal all monsters in the party. These objects can only be used once per visit, and after they are expended, the healing stones become inactive until the scout returns to the Albatross. Here, use the healing stone to return to full strength after using the local wildlife to level up some freshly acquired monsters.



THE LUMBERING WORMONGER

The wormonger slithers its bulk through the wilds of Treepidation. All creatures cower in fear when the wormonger is in the area.

Some monsters will drop bags of loot when they flee from large monsters.

Some monsters burrow hastily into the ground to hide from large monsters, leaving behind holes that lead underground. Fall underground through a hole in area 03 to snatch a copper sword from area 06!

While searching in Treepidation, it quickly becomes apparent that there are monsters far outside the scouting and combat capabilities of a rookie monster scout. The enormous snake-like wormonger that roams here is the obvious example, but the lumbering boss troll farther along in the region is also a reminder to be humble. Steer clear of threats that are far too strong for now. There will be ample time later to take on some of these heavier challenges.

Here, our hero experiences the first taste of combat and scouting against monsters that aren't just perpetually gleeful blue slimes. More monsters to fight naturally means more monsters to scout, so make your party more formidable by collecting specimens found in the jungle.

Upon entering area 02, our hero encounters the wormonger for the first time. Naturally, it behooves the cautious monster scout to give this titan a wide berth for the time being.

The ladder at the north end of area 04 is blocked by a mud mannequin that has wasted away, missing his heart of mud. The muddy hands in the area have snatched his heart of mud, and they'll only drop it in the loot sacks they sometimes leave behind in fright as the wormonger passes through. Retrieve the heart of mud from one of the sacks and return it to its rightful owner to proceed.

Arrive at area 05, and events unfold that force a return to the *Albatross*. Archie Logg was found in the woods safe and sound, but the cost was steep—Rory has been swallowed by the huge beast!

Nighttime has fallen around the *Albatross* and the forest. Monsters and treasure vary depending on the time of day as well as the weather. The weather may change as areas are revisited, and often, certain areas, treasure, and monsters are only found in certain conditions.

Return to area 05 to enter the underground area 06. Following along this path eventually leads to area 10, where the boss troll saunters along a waterfall path. Sneak around behind him to the cave beyond and look for the wormonger sleeping soundly...

Take a moment while sneaking around the boss troll to activate the first Zip Portal here. Don't worry that Zip isn't actually usable yet... That issue is remedied in the next area.

TO AREA 11

BOSS TROLL (STEER CLEAR!)

AREA 10

TO AREA 5

SEED OF SKILL

ZIP PORTAL

1ST TIME: SEED OF SKILL
2ND: MEDICINAL HERB

AREA 9

TO AREA 5

(NIGHT)

AREA 6

(NIGHT)

STONE CLAWS

COPPER SWORD

TO AREA 3

LOG ALLOWS PASSAGE DURING RAINSTORMS

AREA 8

MEDICINAL HERB

1ST TIME: SEED OF LIFE
2ND TIME: MEDICINAL HERB

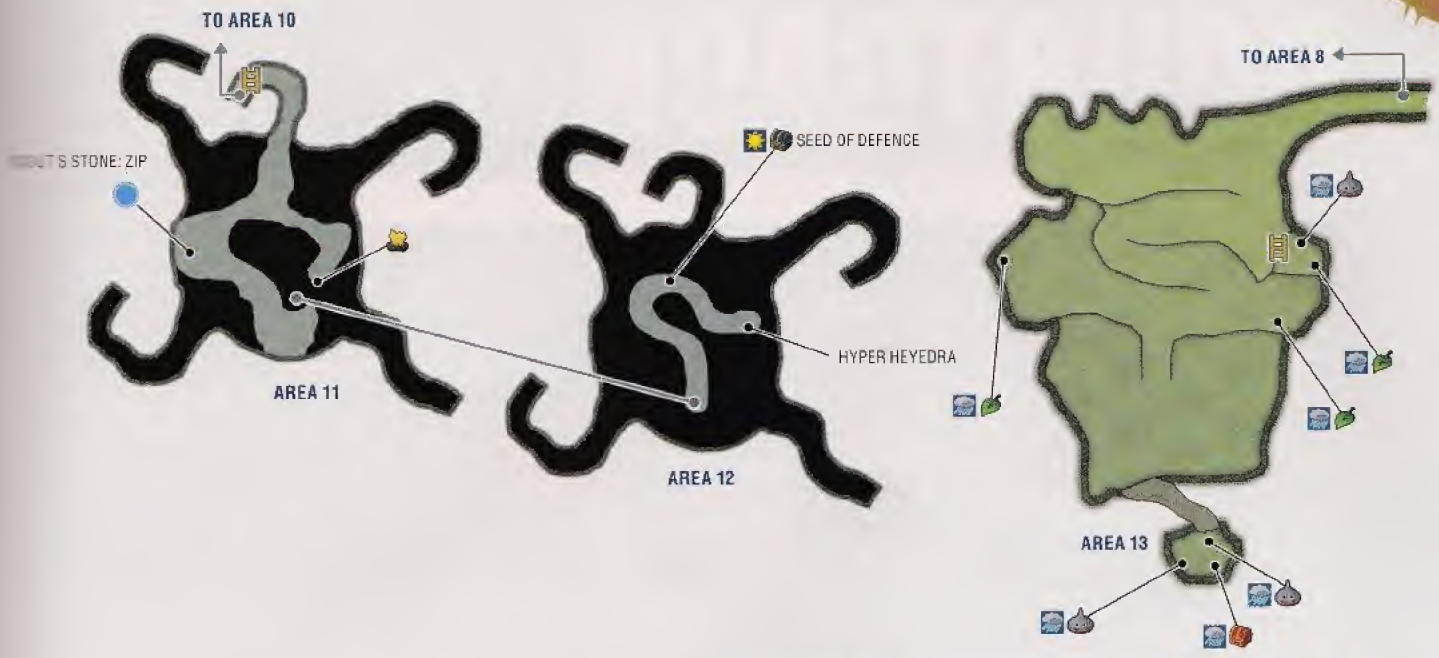
AREA 7

MEDICINAL HERB

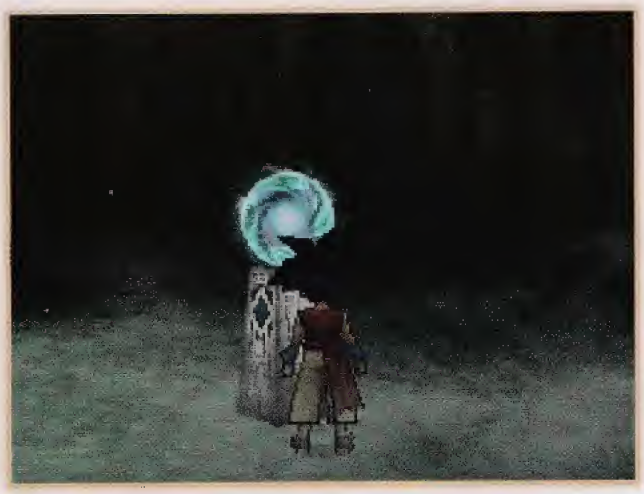
TO AREA 01
(PATH WILL BE OPENED UPON FIRST TRAVELING TO AREA 01 FROM AREA 07)

MEDICINAL HERB

MAP KEY	
	Leaf node
	Mineral node
	Healing stone
	Scout stone
	Zip portal
	Metal Slime
	Blue chest
	Red chest
	Clear skies
	Raining
	Bad weather



The Scout's Stone that teaches Zip is found in area 11. Zoom allows a monster scout to warp between previously visited areas, while Zip allows transport to the previously activated Zip Portal in a given region. For example, using Zip in Treepidation whisks the intrepid scout to area 10, if that Zip Portal is active.



Find the wormonger's maw in area 11, and plunge right into the belly of the beast. Area 12 is inside the large monster. Proceed forward far enough, and an odd occupant of the wormonger's digestive tract soon takes notice.

89 HYPER HEYEDRA

MONSTER FAMILY | D RANK

The first boss monster attacks inside the wormonger! These monsters are like Russian nesting dolls. By now, the active party and the substitute party should both contain three healthy monsters for a total of six possible allies for the fight. Thanks to a special trait, the heyedra strikes more than once per single attack, so keep a close eye on allied monster HP. Use items like medicinal herbs and spells like Heal to keep monsters in tip-top shape, and dole out damage to the hyper heyedra whenever possible.

HP	MP	ATT	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT
142	12	46	30	11	28	320	200	—

SPELLS AND ABILITIES: Hit Squad, Zam, Shade Slash
TREASURE: antidotal herb

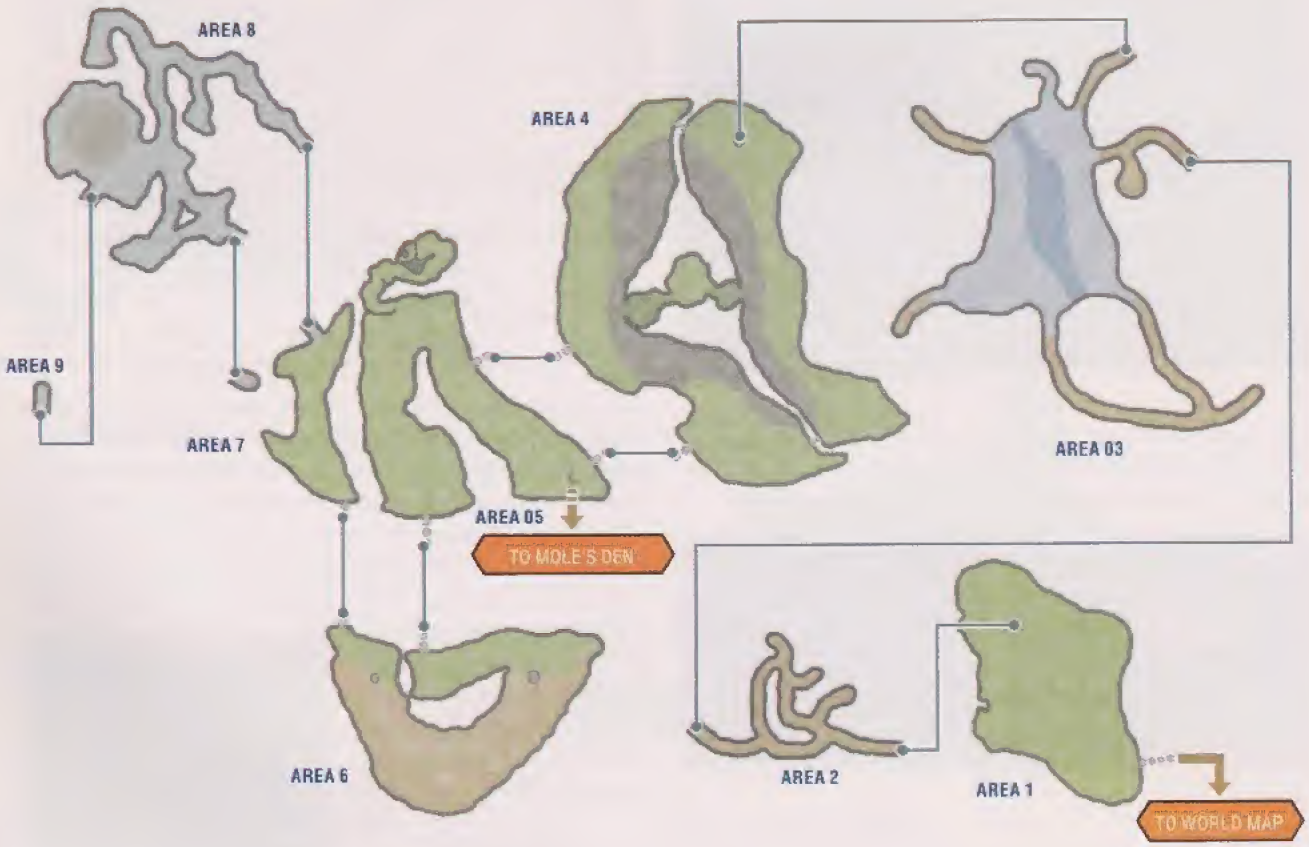
LV 10

After defeating the hyper heyedra, it's time to return to the *Albatross*. Archie is quite grateful for the assist in saving Rory, and he shows his gratitude by unlocking his treasure chest in the cargo hold. Inside Archie's chest are machine parts, which can be deposited into the receptacle adjacent to the Item Vendor to improve its wares. The more machine parts deposited, the better the items the hero gains access to! And speaking of the Item Vendor, it's operational now—Rory repaired it. The Item Vendor contains weapons stronger than whatever the monsters have equipped so far, so consider spending some gold on worthwhile monster weapon upgrades before moving on to the next area: Doubtback.

DOUBTBACK

After the hero is finished rescuing Archie and Rory from Treepidation, the way to Doubtback is open. In these sprawling, open plains, the search continues for other lost companions. Remember to check the Item Vendor for weapon upgrades for the choicest monsters, then head on out!

AREA CONNECTIONS IN DOUBTBACK



WILD MONSTERS

LOCATION TABLE—CLEAR SKIES

#	MONSTER NAME	AREA 1	AREA 2	AREA 3	AREA 4	AREA 5	AREA 6	AREA 7	AREA 8	AREA 9
2	KOMODO	—	—	—	●	●	●	●	—	—
4	PLATYPUNK	●&D	D	D	●	●&D	—	●&D	—	—
6	DRACKY	D	—	●	D	D	D	D	—	—
7	GHOST	D	●	—	D	D	D	D	●&D	—
11	MISCHIEVOUS MOLE	D	●&D	●&D	D	—	—	—	—	—
19	SATYR	●	—	—	—	—	●&D	—	—	—
30	HEALSLIME	—	—	●&D	D	—	—	—	—	—
32	SPITNIK	—	●	●	—	—	●	—	—	—
38	WEAKEN BEAKON	—	—	—	—	●&D	—	D	—	—
41	DROHL DRONE	—	—	—	—	—	—	—	—	—
44	CHIMAERA	●	—	—	●	●	●	●	—	—
46	ROCKBOMB	—	—	—	—	—	—	—	●&D	—
58	WILD BOARFISH	—	—	—	—	—	—	—	—	—
119	HADES CONDOR	—	—	—	—	●	—	—	—	—
129	GREAT DRACKY	—	—	●	—	—	—	—	—	—
90	MEDDLE SLIME	●	●&D	D	—	—	—	—	—	—

LOCATION TABLE—BAD WEATHER

#	MONSTER NAME	AREA 1	AREA 2	AREA 3	AREA 4	AREA 5	AREA 6	AREA 7	AREA 8	AREA 9
2	KOMODO	—	—	—	—	—	—	—	—	—
4	PLATYPUNK	●	●&D	●	●	●	—	—	—	—
6	DRACKY	—	—	●	—	—	—	—	—	—
7	GHOST	D	D	D	D	D	D	D	—	—
11	MISCHIEVOUS MOLE	●	●&D	●&D	—	—	—	—	—	—
19	SATYR	—	—	—	—	—	●	—	—	—
30	HEALSLIME	—	—	●&D	●&D	●&D	●&D	●&D	—	—
32	SPITNIK	—	—	—	—	—	—	—	—	—
38	WEAKEN BEAKON	—	—	—	—	—	—	—	—	—
41	DROHL DRONE	●&D	●	●	●&D	●&D	●&D	●&D	●&D	—
44	CHIMAERA	—	—	—	—	—	—	—	—	—
46	ROCKBOMB	—	—	—	—	—	—	—	●&D	—
58	WILD BOARFISH	D	—	D	●&D	●&D	●&D	●&D	—	—
119	HADES CONDOR	—	—	—	—	—	—	—	—	—
129	GREAT DRACKY	—	—	—	—	—	—	—	—	—
90	MEDDLE SLIME	●	—	—	—	—	—	—	—	—

MONSTERS

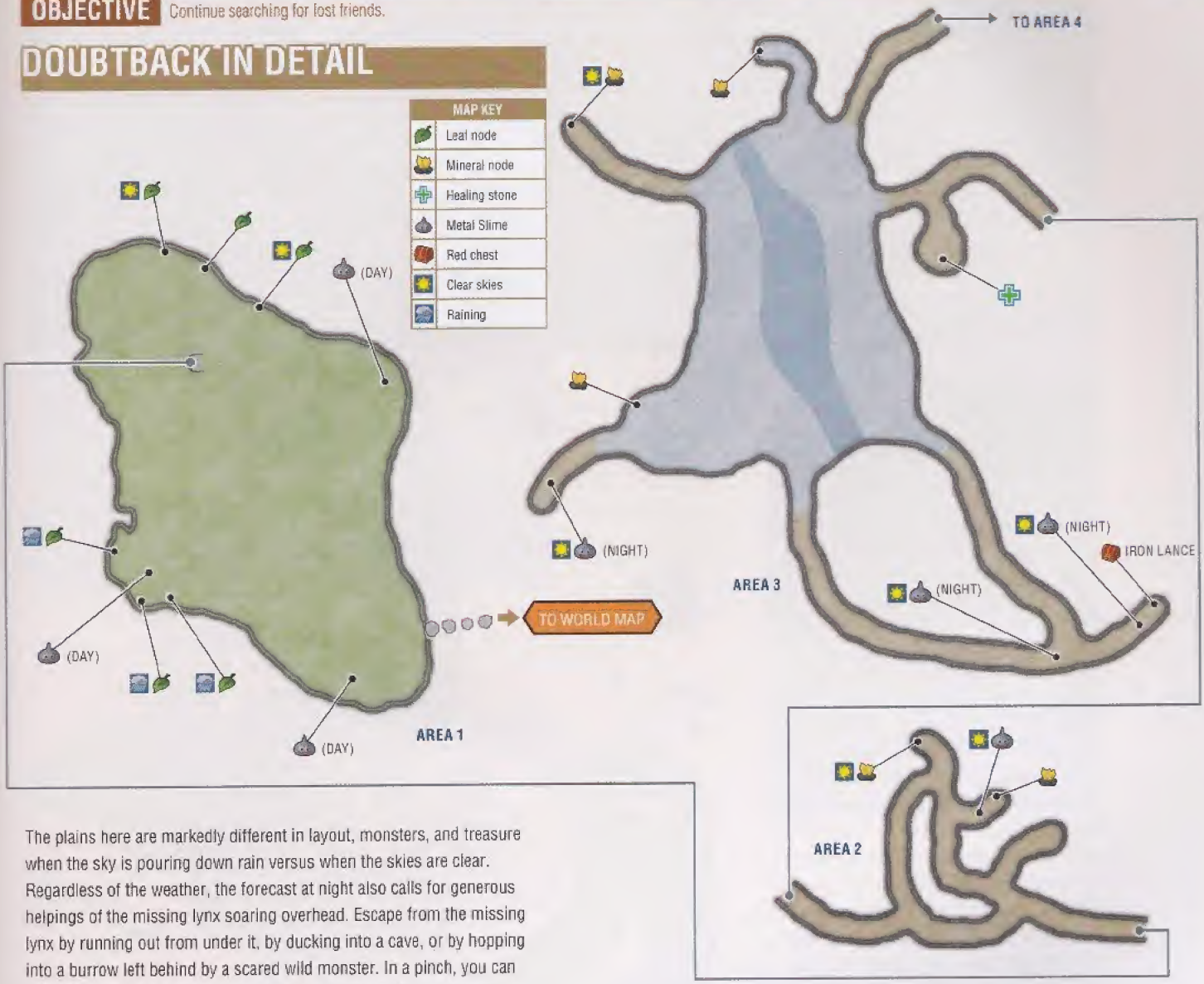
	MONSTER	RANK	FAMILY	LV	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
2	KOMODO	F		3	42	9	41	20	30	14	45	25	♥♥◐	—	stone claws	81 Defender 174 Attack Boost 203 Gobstopper Ward
4	PLATYPUNK	F		5	32	6	30	15	26	14	32	10	♥♥◐	—	medicinal herb fleeing from large monster: seed of defence (rare)	121 Naturalist 177 Defence Boost 186 Frizz Ward
6	DRACKY	F		4	24	3	22	25	31	25	24	11	♥♥♥	—	monster manure	76 Dark Knight 180 Agility Boost 191 Zam Ward
7	GHOST	F		5	36	8	34	16	27	29	26	18	♥♥◐	Frizz Tongue Lashing	—	122 Graveheart 183 Wisdom Boost 199 Dazzle Ward
11	MISCHIEVOUS MOLE	F		4	28	3	26	14	22	28	24	15	♥♥◐	Psyche Up	stone axe	99 Guerrilla 174 Attack Boost 187 Bang Ward
19	SATYR	F		9	57	17	42	40	36	28	62	18	♥♥	Snooze	smelling salts magic elixir (rare) fleeing from large monster: monster manure bronze bit (rare)	107 Dancer 174 Attack Boost 191 Zam Ward
30	HEALSLIME	F		4	8	16	24	16	38	45	28	19	♥♥♥	Heal	medicinal herb fleeing from large monster: strong medicine special medicine (rare)	77 Healer 180 Agility Boost 188 Woosh Ward
32	SPITNIK	F		4	52	24	46	20	30	32	50	41	♥♥	Dazzleflash	bronze bit	1 Frizz & Bang 177 Defence Boost 189 Crack Ward
38	WEAKEN BEAKON	E		4	39	12	36	12	33	18	42	12	♥♥◐	Sap	seed of agility	52 Sizz & Zip 180 Agility Boost 189 Crack Ward
41	DROHL DRONE	E		5	24	8	26	14	33	22	38	18	♥♥♥	Zam Shade Slash	medicinal herb fleeing from large monster: antidotal herb Sag powder (rare)	55 Sizz & Zam 177 Defence Boost 190 Zap Ward
44	CHIMAERA	E		5	41	5	35	28	36	44	50	30	♥♥◐	Heal Sweet Breath	monster manure panacea (rare)	79 Cleanser 177 Defence Boost 207 Paralysis Ward
46	ROCKBOMB	E		4	56	17	50	56	2	31	48	22	♥♥	Psyche Up	rockbomb shard	111 Martyr 177 Defence Boost 189 Crack Ward
58	WILD BOARFISH	E		4	39	4	35	6	16	20	42	20	♥♥◐	—	moonwort bulb fleeing from large monster: Dimium amor seco essence (rare)	101 Huntsman 177 Defence Boost 189 Crack Ward
119	HADES CONDOR	C		8	72	17	67	43	81	14	225	144	♥	Mercurial Thrust Heal	medicinal herb fleeing from large monster:	78 Cure-all 183 Wisdom Boost 196 Fire Breath Ward
129	GREAT DRACKY	C		25	325	55	156	118	146	288	512	132	♥	Bang Crack	monster manure seed of skill (rare)	19 Bang & Crack 180 Agility Boost 191 Zam Ward
90	MEDDLE SLIME	—		1	2	128	11	500	128	50	231	5	◐	Frizz	seed of agility	120 Slimer 180 Agility Boost 211 Decelerate Ward

THE SPRAWLING SAVANNAH

OBJECTIVE Continue searching for lost friends.

DOUBTBACK IN DETAIL

MAP KEY	
	Leaf node
	Mineral node
	Healing stone
	Metal Slime
	Red chest
	Clear skies
	Raining



The plains here are markedly different in layout, monsters, and treasure when the sky is pouring down rain versus when the skies are clear. Regardless of the weather, the forecast at night also calls for generous helpings of the missing lynx soaring overhead. Escape from the missing lynx by running out from under it, by ducking into a cave, or by hopping into a burrow left behind by a scared wild monster. In a pinch, you can even use Zoom (and Zip, once the Zip Portal is located) to elude the enormous beast.

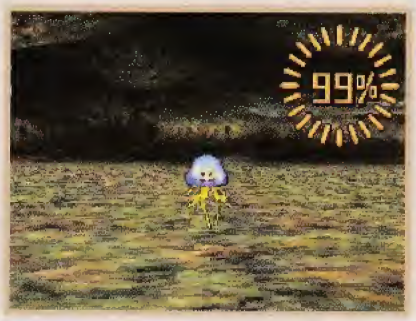
THE MISSING LYNX

Like the wormonger patrolling Treepidation, the missing lynx is a gigantic creature that acts as an overseer in Doubtback. Whenever the missing lynx flies over a zone, the other monsters in the area scurry and flee, sometimes leaving behind sacks of loot or burrows to fall into.

The missing lynx sleeps during the day in area 08. This area is blocked from access by a mole sentry until certain events occur in the Iceolation region.

Like the boss troll and wormonger before it, the missing lynx is off-limits for now, but it won't be insurmountably powerful forever...

Run out from under the missing lynx as it swoops overhead to avoid unwinnable battles! Encounters with the missing lynx consistently end in having a monster knocked out before the overpowering missing lynx leaves from disinterest.



When encountering new monster species in an unfamiliar area, take care to scout some specimens and add them to the collection. It's also useful to rotate lower-level monsters into the active party rather than simply focusing all potential EXP efforts on just a handful of monsters. Getting just about any monster to at least lv10 is extremely useful, just for synthesis alone. Monsters in the substitute party also gain EXP, but at a reduced rate from the active party. Level-ups within the active party also prompt skill point allocation automatically, whereas level-ups in the substitute party do not.

Metal monsters are both defensive and evasive in addition to being prone to fleeing from battle areas. They also cough up far more EXP than normal monsters. Don't pass up the chance to fight metal monsters when they're around. In battle, target them first, and outfit them up with boosting items and metal weapons.

Area 04 and area 06 are much different when it's raining; more difficult monsters roam about, and certain sections are flooded completely. Area 05 becomes very important to the adventure, since this is where the hero finds an entrance to the underground den of the moles, located in an area to the southeast. In the north, a Hades condor can be found next. In the vicinity of the nest, different items can be gathered each visit from a blue treasure chest, a leaf, and the nest itself. Depending on conditions, the Hades condor can be encountered swooping aggressively back and forth over its nest!

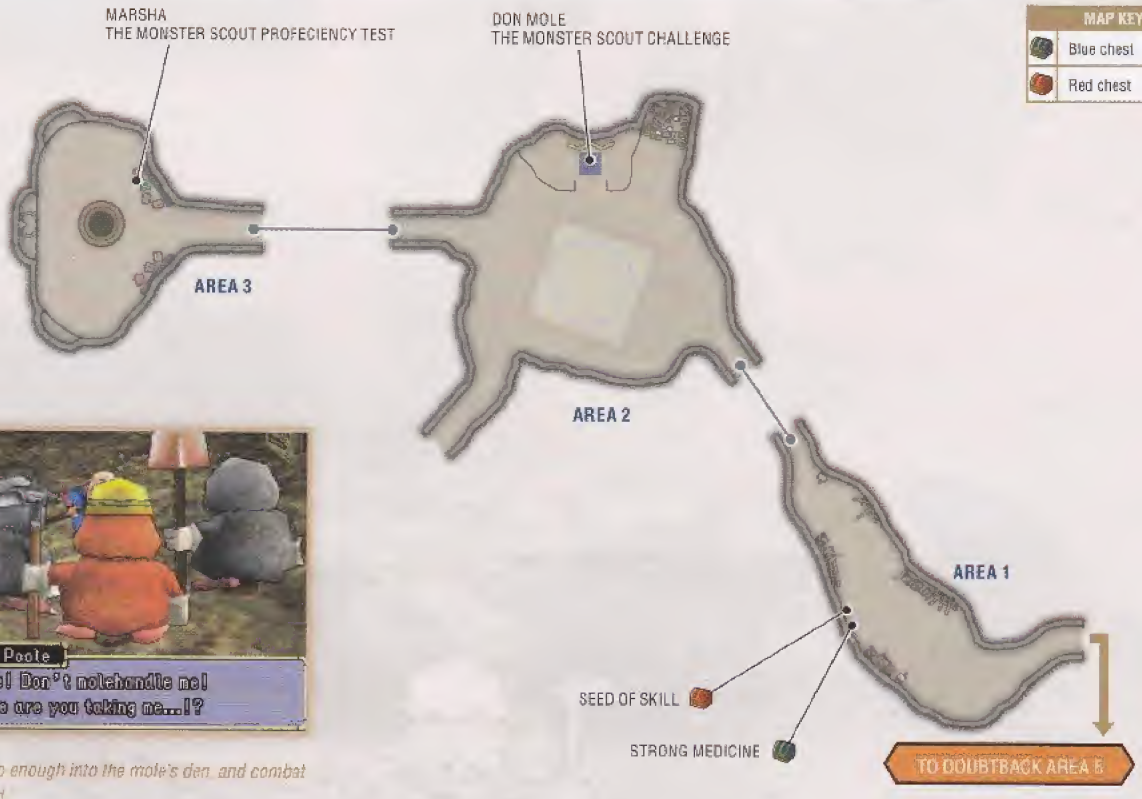
It can be difficult to make it unscathed across the plains and through the caverns the first time. The Zip Portal found in area 06 comes just in time to allow a quick trip back to the *Albatross*, if any monsters need to be healed or revived. Then, our scout can use Zip to return to the portal, picking right up where the search left off.

At the end of area 07, the scout finds the cave leading to the den of the missing lynx at area 08. A mole is stationed here to caution scouts who aren't ready to continue onward. As an alternative in the meantime, he directs scouts to the den of his mole brethren, which can be found in a cave in area 05.

ARENA

In the mole's den, which is called the Arena and is accessible from the southeast section of area 05 of Doubtback, the scout encounters another lost crew member —but he's being accosted by several rather aggressive moles. A fight to save Eugene ensues.

ARENA IN DETAIL



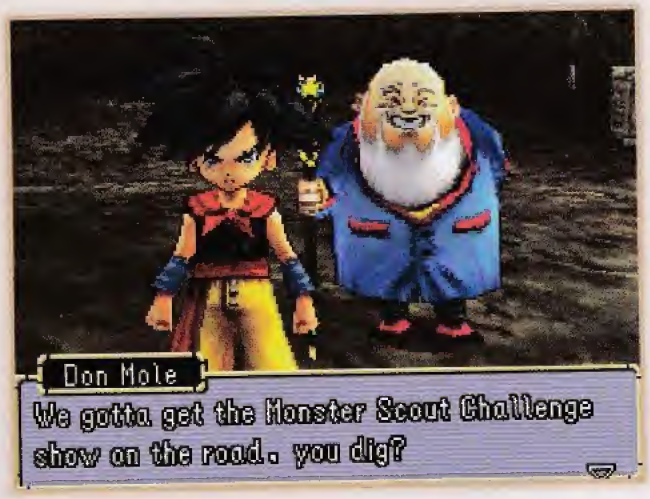
Proceed deep enough into the mole's den, and combat is guaranteed.

MALEVOLENT MOLES—DUKE, MILES, AND BILLIE

These bone-headed moles don't do anything but attack, although one of them can also try to Psyche Up the attack power of the others. It's just a straight-up scrap, with the enemy going for nothing but direct damage. A leveled slime or healslime in the active party is great for keeping two pure attackers healed up and pummeling away.

#	MONSTER	RANK	FAMILY	LV	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
11	MISCHIEVOUS MOLE	F		6	88	6	31	26	11	25	129	19	—	—	—	—
188	MANIACAL MOLE	B		7	97	12	39	36	6	42	161	23	—	—	bronze bit	—
11	MISCHIEVOUS MOLE	F		6	105	0	34	26	33	25	166	20	—	Psycho	—	—

Defeat the moles and save Eugene, and a most surprising outcome ensues. It turns out the Monster Scout Challenge was not so far away, after all...

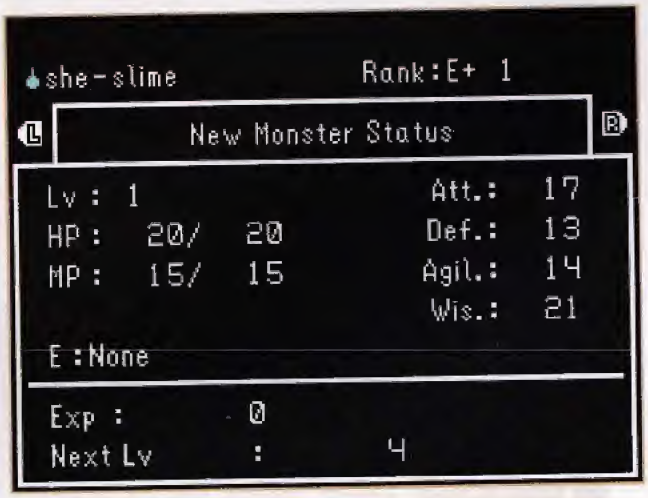


The mole's den, or rather the Arena, can be explored more thoroughly after the battle. You can also return to the *Albatross* when desired by talking to Eugene Poole, who waits in the chamber near Don Mole. Dr Lump will journey back to the *Albatross* along with the scout and Eugene, meaning that synthesis is just a trip to the monster pen away! Back at the *Albatross*, Eugene's treasure chest in the cargo hold is now unlocked.

Since the Arena has now been visited, the region can easily be entered again by using Zoom. You can also still access the location from area 05 of Treepidation, and exiting the Arena on foot leads to that area, rather than to the world map. (At least this makes it easy to check on the Hades condor in Doubtback—Zoom to the Arena, then exit on foot!)

Monster Synthesis

Don Mole, the mole godfather, has sent the fleshy and mysterious Dr Lump back to the Albatross *to assist the scout with synthesis. Monsters of opposing polarity that are both at least level 10 can be synthesized to create an offspring that inherits characteristics of both parents. The synthesized progeny may also be of a higher rank, and thus much stronger than either of its parents! Synthesis is performed with Dr Lump's assistance in the monster pen of the* Albatross. *For more on synthesis, see the Scouting Basics chapter, or consult the monster data sections of the guide.*



The second test in the Monster Scout Proficiency Challenge involves synthesizing a monster with the Healer skill, which is easily done with a slime or healslime.

The Monster Scout Proficiency Test

Remember the mud mannequin rescued back in Treepidation? Well, that monster is here, and its name is Marsha. Here in the Arena, Marsha administers the Monster Scout Proficiency Test. The test is actually comprised of many smaller tasks, and passing these requires bringing Marsha various monsters as proof of scouting efficacy.

At the outset, the first two challenges can be undertaken. More challenges become available as the scout uncovers new regions and Monster Scout Challenge ranks.

MONSTER SCOUT PROFICIENCY TEST

CHALLENGE NUMBER	REQUIREMENT	REWARD
1	Present Marsha a healslime.	strong medicine
2	Present a synthesized monster that has inherited the Healer skill.	seed of magic

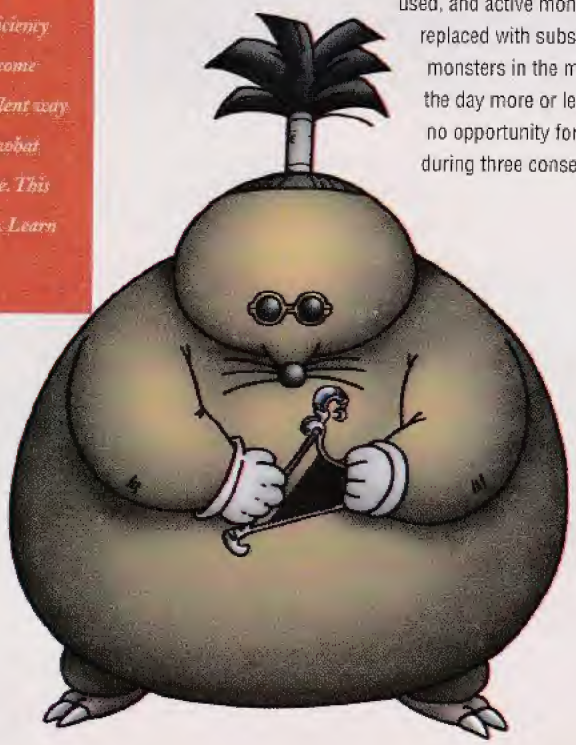
The second challenge, to synthesize a monster that inherits the Healer skill, is an instructive exercise. Use a monster like a healslime to synthesize such a beast, and then make it the primary "healer" for a party of synthesized lv10+ monsters. After this, ranks F and E of the Monster Scout Challenge should both fall without any difficulty.

In general, keeping up with Monster Scout Proficiency Test tasks as they become available is an excellent way to stay prepared for what comes next elsewhere. This also provides an education in the finer points of monster scouting. Learn by doing, as they say.

THE MONSTER SCOUT CHALLENGE BEGINS!

It's a good thing that synthesis is available now, since the adventure just got a lot more interesting. Between synthesis and the world at large just being more open to exploration than ever before, new monsters are available for use. Aside from any creatures that can be synthesized from monsters already in tow, lots of new monsters can be found in various areas already visited, depending on changing times of day and weather conditions. Spend a little time synthesizing and scouting the party up from rank F to rank E, then head to the Arena and confront Don Mole to begin the first round of the Monster Scout Challenge!

Combat during the Monster Scout Challenge works a little differently than in the wild. As a sanctioned competition, there are rules imposed on what actions scouts can perform. Basically, scouts cannot do anything except suggest general tactics. Specific orders cannot be issued, items cannot be used, and active monsters cannot be replaced with substitutes. In short, the monsters in the main party must carry the day more or less on their own, with no opportunity for outside help or rest during three consecutive battles!



MONSTER SCOUT CHALLENGE RANK F

REWARD stone axe

GOLD 3G each for rounds one and two; 30G for round three.

ROUND ONE!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
1	SLIME	F		2	11	0	11	8	13	15	—	—	—	—	—	—
14	STUMP CHUMP	F		3	15	8	17	12	15	16	—	—	—	—	—	—

ROUND TWO!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
3	SWARMTROOPERS	F		2	21	5	21	10	17	5	—	—	—	Weakening Wallop	—	—
6	DRACKY	F		2	17	0	21	12	23	25	—	—	—	—	—	—
25	HELL HORNET	F		4	21	5	23	12	33	15	—	—	—	—	—	—

ROUND THREE!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
13	LIPS	F		2	29	7	17	7	22	14	—	—	—	Frizz Tongue Lashing	—	—
47	FROGFACE	F		5	37	10	38	30	21	22	—	—	—	Poison Breath	—	—
31	MENTAL PITCHER	F		5	64	8	36	19	16	4	—	—	—	Frizz	—	—

Winning all three rounds of the lowest rank of the Monster Scout Challenge opens up new paths, just as Don Mole said it would. First and foremost, the way opens to a new area to explore to look for crew mates—Iceolation, a snow-blind landscape in the wintry north. Two more tasks can be challenged in the Monster Scout Proficiency Test. And finally, with rank F completed, rank E of the Monster Scout Challenge can be undertaken immediately!

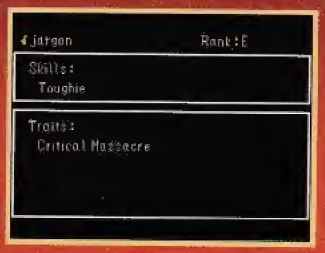
Completing rank E isn't much harder than completing rank F, but if the party needs some more time in the kiln of combat, go ahead and head on to Iceolation for some scouting and leveling. Once rank E is cleared, the moles need time to prep for the rank D battles, so all that remains left to do then is head to Iceolation. All paths lead to snow, eventually.

School is Back in Session

The scout can accomplish proficiency test three without going to Iceolation first. For the fourth task, a snowbird is required, but these can be scouted in the first few areas of Iceolation.

MONSTER SCOUT PROFICIENCY TEST

CHALLENGE NUMBER	REQUIREMENT	REWARD
3	Synthesize a jargon.	magic elixir
4	Synthesize a boreal serpent.	panacea



A jargon is a hefty member of the dragon family that pushes against the boundary of how big a monster can be while still only occupying one party slot.

MONSTER SCOUT CHALLENGE RANK E

REWARD battle whip

GOLD 5G each for rounds one and two; 50G for round three.

ROUND ONE!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
4	PLATYPUNK	F		5	36	6	39	46	15	24	—	—	—	Poisonous Touch	—	—
1	SLIME	F		6	58	4	34	24	34	10	—	—	—	Buff	—	—
30	HEALSLIME	F		5	36	4	28	36	25	34	—	—	—	Heal	—	—

ROUND TWO!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
11	MISCHIEVOUS MOLE	F		7	62	0	36	22	6	25	—	—	—	Psyche Up	—	—
26	HAMMERHOOD	F		6	54	0	52	32	8	28	—	—	—	Psyche Up	—	—
11	MISCHIEVOUS MOLE	F		6	48	0	44	27	6	25	—	—	—	Psyche Up	—	—

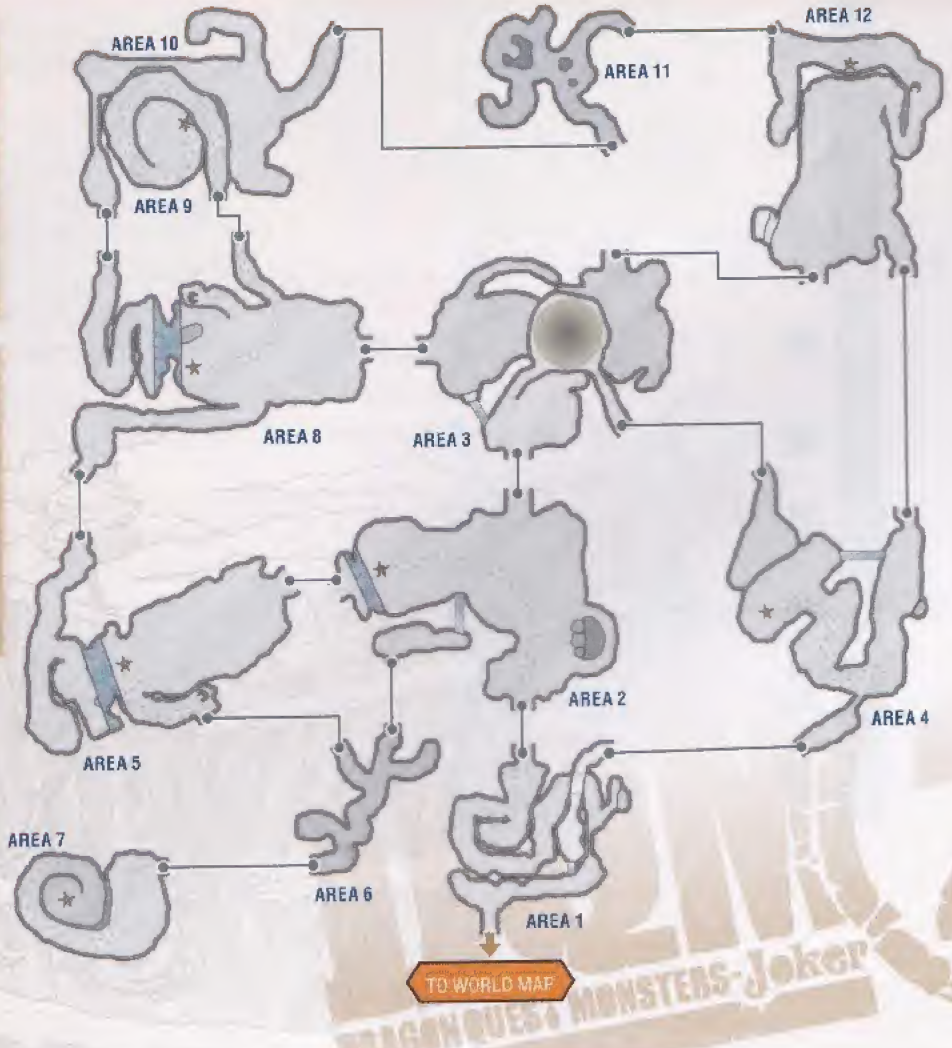
ROUND THREE!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
39	CHEEKY TIKI	E		7	64	8	48	36	34	26	—	—	—	Decelerate	—	—
40	HEEDOOVOODOO	E		6	48	6	35	32	88	52	—	—	—	Heal	—	—
39	CHEEKY TIKI	E		7	87	8	43	38	34	26	—	—	—	Sizz Sandstorm	—	—

ICEOLATION

While the moles prepare rank C of the Monster Scout Challenge, Iceolation is the next place to search for fellow survivors.

AREA CONNECTIONS IN ICEOLATION



WILD MONSTERS

MONSTER LOCATION TABLE

#	MONSTER NAME	AREA 1	AREA 2	AREA 3	AREA 4	AREA 5	AREA 6	AREA 7	AREA 8	AREA 9	AREA 10	AREA 11	AREA 12
9	FROU-FRY	—	—	—	—	—	—	—	—	D	●&D	●&D	●&D
26	HAMMERHOOD	●	●	●	●	—	—	—	—	—	—	—	●
49	WILD SLIME	—	D	—	—	D	●	D	—	—	—	—	—
59	SNOWBIRD	—	●	●	—	●	—	—	●	●	●	—	●
64	JAILCAT	●&D	—	●	●&D	—	—	●&D	●&D	●&D	●&D	—	—
65	SPIKED HARE	—	●&D	D	—	●&D	—	—	●&D	—	—	—	●&D
68	IMP	D	—	D	D	—	D	D	D	D	D	D	D
80	SHADOW	D	D	D	D	D	—	—	D	—	—	—	D
90	METAL SLIME	—	—	●&D	—	—	●&D	—	—	—	—	●&D	—
186	FROU-FROU	—	—	—	—	—	—	—	—	—	—	●	—
197	GIGANTES	—	—	—	●	—	—	●	—	—	—	—	—

MONSTERS

MONSTER		RANK	FAMILY	LV	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
9	FROU-FRY	F		9	58	9	52	40	36	14	62	5	♥♥	Sandstorm	machine parts snakeskin whip (rare)	74 Icemeister 174 Attack Boost 197 Ice Breath Ward
26	HAMMERHOOD	F		5	44	5	42	32	21	12	45	19	♥♥◐	—	sludgehammer fleeing from large monster: monster manure / 'Brawn Over Brains' (rare)	101 Huntsman 174 Attack Boost 189 Crack Ward
49	WILD SLIME	E		6	40	11	37	26	35	23	54	12	♥♥◐	Psyche Up War Cry	stone claws metal ticket (rare) fleeing from large monster: strong medicine / 'Brawn Over Brains' (rare)	80 Champion 180 Agility Boost 187 Bang Ward
59	SNOWBIRD	E		5	52	5	40	34	59	33	60	24	♥♥	Cool Breath	insulade	114 Cold Sleep 180 Agility Boost 207 Paralysis Ward
64	JAILCAT	E		5	43	15	38	27	46	24	47	18	♥♥◐	Crack	strong medicine 'Knowledge is Power' (rare) fleeing from large monster: strong medicine / Oomph powder (rare)	31 Woosh & Crack 177 Defense Boost 188 Woosh Ward
65	SPIKED HARE	E		5	45	8	40	27	29	51	51	20	♥♥◐	Psyche Up	iron lance 'Duck and Cover' (rare) fleeing from large monster: monster manure / insulade (rare)	121 Naturalist 177 Defense Boost 189 Crack Ward
68	IMP	E		7	44	8	41	40	31	37	53	9	♥♥◐	Frizz Bang	pitchfork seed of magic (rare)	1 Frizz & Bang 183 Wisdom Boost 187 Bang Ward
80	SHADOW	D		5	18	9	34	86	31	13	46	12	♥♥	Crack Kafizzle	antimagic power	112 Reaper 177 Defense Boost 188 Woosh Ward
90	METAL SLIME	D		1	4	255	22	999	255	100	3072	10	◐	Frizz	seed of agility seed of defence (rare)	120 Slimer 180 Agility Boost 212 Dim Ward
186	FROU-FROU	B		25	498	26	186	122	63	216	612	50	◐	Kasap Dazzle Snooze	dragontail whip	114 Cold Sleep 174 Attack Boost 208 Sleep Ward
197	GIGANTES	A		15	505	32	117	82	22	16	675	55	◐	Demon Demeanor	oaken club 'Brawn Over Brains' (rare)	90 Anti-metal 174 Attack Boost 206 Inaction Ward

WELCOME TO A WINTER WONDERLAND

OBJECTIVE Continue the search for survivors, while taking every opportunity to improve the strength of monsters in preparation for more advanced Monster Scout Challenge ranks.

ICEOLATION IN DETAIL

92 HELLHOUNDS

MONSTER FAMILY | D RANK

When the scout wanders toward the end of area 01, Lily Gilder is found, and she appears to have attracted the attention of a few unruly undead canines. Although Ms. Gilder is a distinguished monster scout, her monster can't help her much when it's missing. The scout must step in to subdue the hounds. The beasts either attack or use War Cry to bolster their power, so simply attacking at any chance, while keeping an eye on allied HP, is sufficient to see the battle through. A healing monument is nearby in case any monsters are ailing after sending the hellhounds back where they came from.

HP	MP	ATT.	DEF	AGIL.	WIS	EXP	GOLD	SCOUT
108	6	58	30	102	53	168	7	—

SPELLS AND ABILITIES: War Cry
TREASURE: seed of agility

LV 6

Following her rescue, Lily discovers a dry bonfire in area 02, which happens to be near a huge wall of ice that blocks further passage. Will stoking the flames allow passage beyond the ice sheet? Well, it will, but not for the most direct of reasons...

A baby bjorn is captivated by the flames.

Before moving on past the broken ice sheet to area 05, head north toward area 04 via the raised caldera of area 03. In area 04, the Heal All ability is found! This allows a monster scout to coax monsters into using their MP to heal outside of battle. Between the use of herbs, monster spells, healing monuments, and now Heal All, keeping the party in solid shape should be manageable in all but the most dire of circumstances.

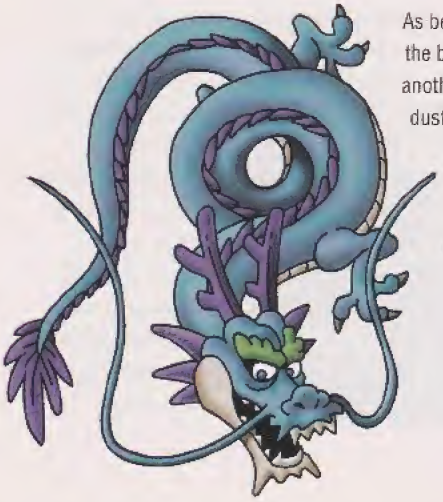
SNARING A SNOWBIRD

One of the first things to do in Iceolation, if keeping up with the Monster Scout Proficiency Test, is to scout a snowbird. The fourth proficiency test involves fusing a jargon with a snowbird, which produces a boreal serpent. (The third proficiency test requires producing that jargon in the first place, so one follows the other: if that task was completed, then a jargon is already in the party, and so the polarity of the required snowbird is already known.) This is extremely necessary—the boreal serpent is a huge beast that takes up two slots of the active party, but it makes up for this factor with previously unseen offensive and defensive capabilities. A boreal serpent of lv10 or higher can practically take on Iceolation and rank D of the Monster Scout Challenge by itself!

After the scout acquires a snowbird and jargon of opposing polarities, both monsters require some leveling before they can fuse through synthesis. Their offspring, the boreal serpent, obviously also requires some EXP to get back up to snuff, as newborns start at a lowly lv1. Still, this is an incredibly powerful creature at this stage, so the detour is worth taking sooner than later.

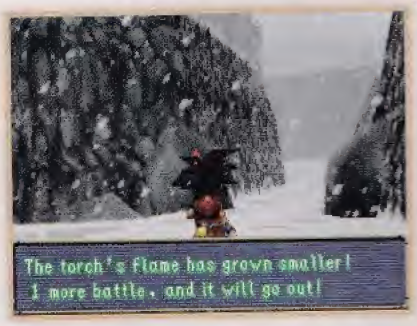
Another ice sheet and bonfire are found in area 05. Lily has lost her lighter, so the fire needs to be started some other way in order to proceed. You can access area 07 through a cave to the south—here, pluck a torch from a raging fire and bring it back to the dry kindling in area 05. Take care on the way back to avoid scraps with wandering wild monsters. The torch goes out after three altercations, forcing the scout to backtrack to the fire!

The monster patrolling the first area is best avoided at this point. Take a torch and run!



As before, a fresh fire brings the baby bjorn running, and another ice sheet bites the dust. Clearly, while this is a gigantic monster, the brain did not scale in the same proportion to everything else.

Another area leads to a third impenetrable ice sheet near an untapped bonfire. This time, you must acquire a torch from area 09 in the north. And, of course, things aren't going to go as smoothly as one might hope.



Again, when running with the torch, move gingerly around enemies to avoid needless, torch-breaking encounters.

Lighting the third bonfire allows passage into areas 10 and 11. In area 11, look for the Zip Portal and another healing stone. This pit stop is here for a very good reason—moving onward to area 12 prompts a battle with the baby bjorn!

— BABY BJORN

— MONSTER FAMILY — RANK

There's nowhere to run this time. The baby bjorn looms overhead, attacking each combat round with two heavy blows that each strike all friendly monsters at once, as if the baby bjorn wielded two whips simultaneously. While this monster is big and intimidating, it's still considerably weaker than other titans seen so far, such as wormonger or missing lynx. If the baby bjorn deals enough damage to keep monsters from healing themselves with spells, remember that item commands are carried out by the scout at the very beginning of a round, no matter what. This is great for bolstering the healing capabilities of the party with herbs and medicine.

HP	MP	ATT	DEF	AGIL	WIS	EXP	GOLD	SCOUT
650	18	75	28	10	33	1860	650	—

SPELLS AND ABILITIES: Fire Breath, Boulder Dash, War Cry
TREASURE: Dimium
TRAITS: Last Word, Grand Slammer, Hit Squad

LV 18

92 HELLHOUNDS REDUX

MONSTER FAMILY D RANK

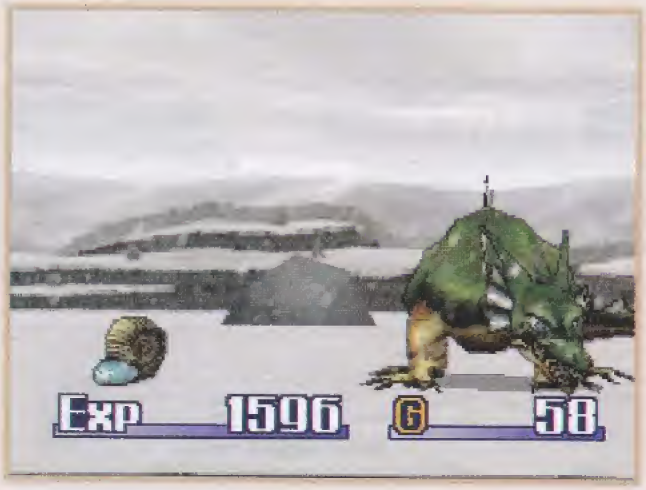
Lily is first to find the torch in area 09, but that also means she's first to incur the wrath of yet more hellhounds. As before, step in and save Lily from the ferocious fiends. The only difference between this fight and the one against the earlier hellhounds is that now there are three of them, rather than two.

Successfully fell the baby bjorn, and safe returns to the *Albatross* are assured for Lily Gilder and the Countess. Back at the *Albatross*, Lily's treasure chest in the cargo hold is now unlocked. And, most importantly, rank D of the Monster Scout Challenge is available!

Prepping for the rank D tier of the Monster Scout Challenge may require more preparation than previous levels. It may be time to detour for a while to level up and synthesize a new squad. New, more powerful monsters can be encountered, like the great dracky in area 3 of Doubtback, or the frou-frou in area 11 of Iceolation. Either battling these monsters for EXP or getting a bit lucky in scouting them improves the party. Also, hunt metal slimes for their *huge* EXP bonuses—at this stage, it's most worthwhile to hunt the metal slimes in Iceolation. Bring along high-agility monsters equipped with metal weapons, and plenty of pretty pebbles and pinballs.

Get lucky scouting a great dracky or boss troll at this stage, and the whole complexion of battle to come changes.

Now is also a good time to catch up on Monster Scout Proficiency Tests. Detour briefly to area 05 of Doubtback, easily accessed by Zooming to the Arena and then stepping outside. During clear days, Hades condors are visible flying ominously in the sky above their nest; climb to the top, and they'll often swoop down in range to be engaged. A Hades condor in hand clears the fifth test, with the scout scoring a bag of Oomph powder as a reward. The sixth test requires synthesizing a Hades condor with a dragon slime, but this objective must wait until Cragravation.

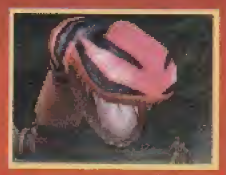


The metal slimes in Iceolation provide huge bonuses at this point!

The Biggest Fish to Fry

After defeating the baby bjorn in Iceolation, the scout has shown himself to be sufficiently skilled in the art of scouting to be able to take on some of the truly towering monsters of the land. While they're almost certainly still a little too tough, this includes the wormonger in Treepidation, and the missing lynx (and its tail!) sleeping during the day in area 08 of Doubtback. It's not a task to pursue immediately (at least not without a little grinding), but keep in mind that those huge bruisers are now in the proverbial crosshairs.

#	SPECIES		FAMILY	LVL	HP	MP	ATT.	DEF	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	TRAITS
113		WORMONGER		35	912	100	165	56	16	35	3016	478	—	Frizzle Unnatural Order Sandstorm	snakeskin whip	Poisonous Grand Slammer
—		TALL TAIL		36	743	50	148	108	480	56	1800	26	—	Woosh Kasnooze Cool Breath Spooky Aura	seed of skill	Grand Slammer
156		MISSING LYNX		36	1250	50	206	108	128	56	4680	450	—	Fire Breath Cool Breath Boulder Bash War Cry	sacred claws	Grand Slammer Imposing



MONSTER SCOUT CHALLENGE RANK D

REWARD metal claws

GOLD 10G each for rounds one and two; 100G for round three

The moles know of other places that prove useful to explore, but their knowledge is doled out only in snippets as progress through the Monster Scout Challenge continues. In order to continue onward to Cragravation, the scout must complete rank D.

ROUND ONE!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
41	DROHL DRONE	E		8	77	16	53	39	156	36	Shade Slash
44	CHIMAERA	E		9	102	16	62	48	18	20	Fire Breath Dazzle
41	DROHL DRONE	E		8	77	25	53	39	142	98	Sizz Zam

ROUND TWO!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
34	FIRESPIRIT	F		8	107	50	56	42	121	90	Frizz Fire Slash
8	BAD EGG	F		10	148	22	60	56	106	94	Frizz Bang
34	FIRESPIRIT	F		8	107	54	56	42	70	113	Fire Breath

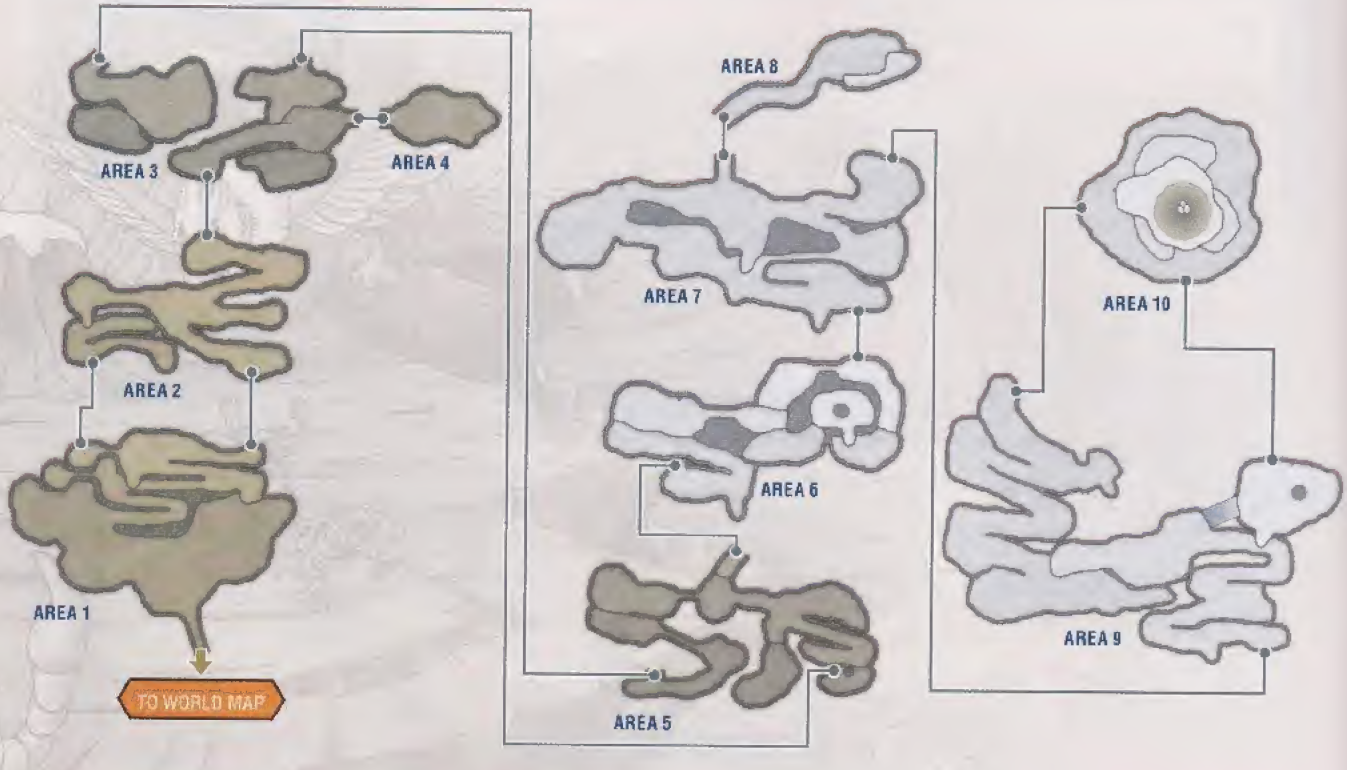
ROUND THREE!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
16	DRAGONTHORN	F		10	142	10	68	38	88	117	Heart Breaker
12	MUD MANNEQUIN	F		12	125	16	82	52	30	132	Weird Dance Sultry Dance
16	DRAGONTHORN	F		10	124	12	84	49	88	117	—

CRAGRAVATION

The journey continues in the forbidding mountains of Cragravation. Achieving the summit requires a lengthy and exhausting climb. Along the way, perhaps more lost friends can be found.

AREA CONNECTIONS IN CRAGRAVATION



WILD MONSTERS

LOCATION TABLE—CLEAR WEATHER

#	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08	AREA 09	AREA 10
49	WILD SLIME	—	—	—	—	D	●&D	—	—	—	—
53	DANCING FLAME	●&D	●&D	●	—	—	—	—	—	—	—
74	DANCING DEVIL	●	—	D	—	—	●	—	—	—	—
77	SKELEGON	—	—	—	—	—	—	—	—	—	—
79	NIGHT EMPEROR	—	D	D	—	●	—	—	—	—	—
80	SHADOW	—	—	D	—	●&D	—	—	—	—	—
88	LESSER DEMON	—	—	—	—	—	—	—	—	—	—
90	METAL SLIME	—	●&D	●&D	—	—	—	—	—	●&D	—
91	RUBBLE SLIME	●&D	●&D	●	—	—	—	—	—	—	—
92	GASBAGON	—	—	—	—	—	—	—	—	—	—
93	SCORPION	●&D	●&D	—	—	—	—	—	—	—	—
98	ANGEL SLIME	—	—	—	—	—	—	●	—	—	—
102	MECHA-MYNAH	●&D	●	●	—	—	—	—	—	—	—
103	SILVAPITHECUS	—	—	—	—	—	—	●&D	—	●&D	—
109	FIRN FIEND	—	—	—	—	—	—	—	—	—	—
119	HADES CONDOR	—	●	—	—	—	●&D	—	—	—	—
124	DRAGON SLIME	—	—	●	—	—	●&D	—	—	—	—
169	DARK SLIME	—	—	—	—	—	—	D	—	—	—
178	ETHEREAL SERPENT	—	—	—	—	—	—	●	—	—	—
233	DIERANTULA	—	—	—	—	—	—	—	—	D	—

LOCATION TABLE—RAIN

#	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08	AREA 09	AREA 10
49	WILD SLIME	—	—	—	—	—	—	—	—	—	—
53	DANCING FLAME	—	—	—	—	—	—	—	—	—	—
74	DANCING DEVIL	—	—	—	—	—	—	—	—	—	—
77	SKELEGON	●&D	●&D	●&D	—	●&D	●&D	●&D	—	●&D	—
79	NIGHT EMPEROR	—	—	—	—	—	—	—	—	—	—
80	SHADOW	—	D	D	—	●&D	—	—	—	—	—
88	LESSER DEMON	—	—	—	—	—	—	●&D	—	●&D	—
90	METAL SLIME	—	—	●&D	—	●&D	—	—	—	●&D	—
91	RUBBLE SLIME	D	—	—	—	—	—	—	—	—	—
92	GASBAGON	●&D	●&D	●&D	—	—	—	—	—	—	—
93	SCORPION	●&D	●	●	—	—	—	—	—	—	—
98	ANGEL SLIME	—	—	—	—	—	—	—	—	—	—
102	MECHA-MYNAH	—	—	—	—	—	—	—	—	—	—
103	SILVAPITHECUS	—	—	—	—	—	—	—	—	—	—
109	FIRN FIEND	—	—	—	—	—	●&D	●&D	—	—	—
119	HADES CONDOR	—	—	—	—	—	—	—	—	—	—
124	DRAGON SLIME	—	—	—	—	—	—	—	—	—	—
169	DARK SLIME	—	—	—	—	—	—	—	—	—	—
178	ETHEREAL SERPENT	—	—	—	—	—	—	●	—	—	—
233	DIERANTULA	—	—	—	—	—	—	—	—	D	—

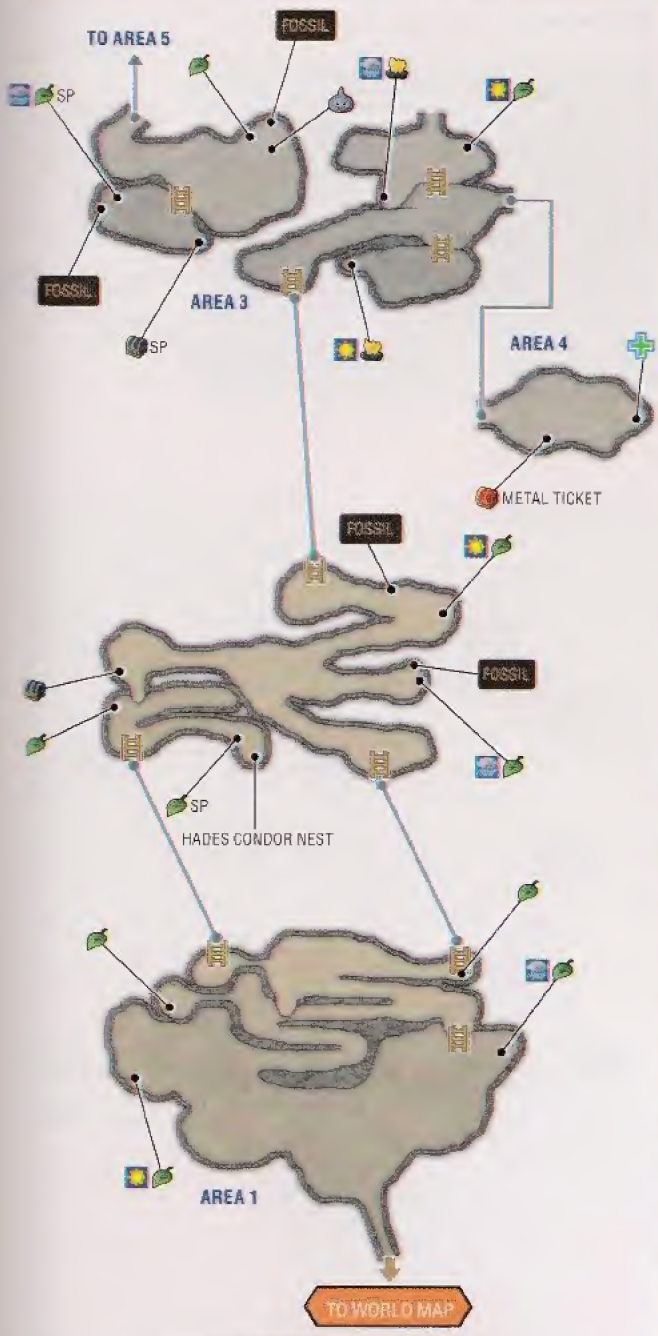
MONSTERS

MONSTER		RANK	FAMILY	LV	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
49	WILD SLIME	E		12	88	14	85	57	128	33	130	30	♥♥	High Tension War Cry	iron claws metal ticket (rare)	80 Champion 180 Agility Boost 194 Abiliterator Ward
53	DANCING FLAME	E		11	55	27	55	48	72	90	81	30	♥♥	Sizz Fire Breath Fire Slash	Insulade	71 Fire Fighter 177 Defence Boost 189 Crack Ward
74	DANCING DEVIL	D		8	56	25	52	48	64	21	70	18	♥♥	Heal Weird Dance Sultry Dance	magic elixir	112 Reaper 177 Defence Boost 188 Woosh Ward
77	SKELEGON	D		5	128	8	107	98	32	4	229	38	♥♡	Fire Breath Cool Breath	jumbo Insulade	46 Crack & Zam 174 Attack Boost 191 Zam Ward
79	NIGHT EMPEROR	D		9	66	11	60	61	52	23	107	23	♥♥	Midheal Kasap Kasnooze Oomphle	Oomph Powder	97 Bad Breath 183 Wisdom Boost 191 Zam Ward
80	SHADOW	D		8	32	25	38	126	48	49	67	22	♥♥	Cool Breath Kafizzle	antimagic powder	112 Reaper 177 Defence Boost 188 Woosh Ward
88	LESSER DEMON	D		12	72	28	64	64	70	26	114	54	♥♥	Frizzle Midheal Bemusing Breath Dazzleflash	smelling salts sage's elixir	123 Diabolist 183 Wisdom Boost 205 Confusion Ward
90	METAL SLIME	D		1	4	255	22	999	255	100	3072	10	♡	Frizz	seed of agility seed of defence (rare)	120 Slimer 183 Agility Boost 205 Confusion Ward
91	RUBBLE SLIME	D		10	24	15	44	88	26	12	61	12	♥♥♡	Buff	rockbomb shard pinball (rare)	28 Bang & Sizz 177 Defence Boost 210 Sap Ward
92	GASBAGON	D		12	107	30	82	66	93	44	142	22	♥♡	Fire Breath Fire Slash	—	58 Fire 174 Attack Boost 188 Woosh Ward
93	SCORPION	D		9	55	10	47	42	42	13	60	12	♥♥	Poisonous Touch	moonwort bulb antidotal herb	127 Hive Mind
98	ANGEL SLIME	D		12	64	38	65	75	63	65	124	41	♥♥	Midheal Insulatle	strong medicine "Duck and Cover" (rare)	77 Healer 183 Wisdom Boost 190 Zap Ward
102	MECHA-MYNAH	D		9	68	20	54	66	88	15	66	20	♥♥	Acceleratle	Acceleratonic machine parts (rare)	125 Bird Brain 177 Defence Boost 187 Bang Ward
103	SILVAPITHECUS	D		12	80	20	65	58	60	24	119	18	♥♥	Frizzle Kasap	wizard's shilling "Brawn Over Brains" (rare)	123 Diabolist 183 Wisdom Boost 187 Bang Ward
109	FIRN FIEND	D		15	96	20	84	74	33	41	153	15	♥♡	Crackle Cool Breath Sweet Breath	seed of defence	31 Woosh & Crack 177 Defence Boost 196 Fire Breath Ward
119	HADES CONDOR	C		11	96	22	89	57	108	19	300	192	♥♡	Mercurial Thrust Midheal	medicinal herb	78 Cure-all 180 Agility Boost 198 Whack Ward
124	DRAGON SLIME	C		12	70	15	56	52	63	37	86	12	♥♥	Fire Breath Burning Breath	moonwort bulb	124 Dragon Lore 180 Agility Boost 198 Whack Ward
169	DARK SLIME	B		12	76	16	80	56	59	33	138	30	♥	Zammle Drain Magic	Neutral Ground metal ticket	105 Muspell 180 Agility Boost 191 Zam Ward
178	ETHEREAL SERPENT	B		15	280	30	130	72	86	81	725	153	♡	Fire Breath	Panacea	64 Breath 180 Agility Boost 209 Sag Ward
233	DIERANTULA	A		17	350	15	103	84	60	36	656	178	♡	Whack Chilly Breath Decelerate	Deceleratonic	106 Niflheim 183 Wisdom Boost 200 Poison Guard

PHOENIX RISES?

OBJECTIVE Continue searching for the captain and Melonie, while seeking out the support of a mythical bird.

CRAGRAVATION IN DETAIL



FOSSILS CAN CONTAIN:
PINBALL, ROCKBOMB SHARD, 'THE HEALING TOUCH', 'THE SECRETS OF SORCERY', 'BRAWN OVER BRAINS', 'DUCK AND COVER', 'LIFE IN THE FAST LANE', 'KNOWLEDGE IS POWER'

MAP KEY		MAP KEY	
	Leaf node		Blue chest
	Mineral node		Red chest
	Healing stone		Clear skies
	Metal Slime		Raining

The first few areas of Cragravation are relatively calm, so partake of the stunning scenery and the varied new species of monsters the scout finds. However, a detour into the cave of area 04 presents a brief ominous vision.

Movement around and between areas in Cragravation involves a lot of elevation changes, so keep an eye out for scalable, ladder-like rock outcroppings. Some areas, such as the Hades condor nest, can only be accessed by traversing thin ledges and backtracking down the opposite cliff face. Fossilized remains found in many walls hold item rewards, just like mineral veins in other areas. Watch out when the weather's bad, since undead skelegons emerge to attack anyone disturbing the fossils. (If the chance is there to scout a skelegon, take it. One of these ghastly things is required for the seventh Monster Scout Proficiency Test.) Apparently, the owners of the bones feel a deep sense of propriety. Finally, some areas have hills or downgrades so steep they can be hard to see. Remember that you may tilt the camera slightly up or down to facilitate better views in this sort of terrain.

Monster Husbandry Made Easy

For the first time, many monsters in the wild will already be at or over level 10 when you encounter them. This means that you can use freshly scouted monsters for synthesis right away, without any leveling needed! The resulting immediate diversity for the party is obvious. It also makes it much easier to try many variations with similar creatures, since only the scouting part is required, and the grinding part to get them over level 10 is unnecessary. In fact, when the party is strong enough, ending unwanted encounters by scouting can be just as quick as using flee. Sure, a scouting attempt might fail, but then we might see an attempt at flight from combat, and if the scouting is successful, there's yet another guinea pig for Dr Lump to help synthesize into a new and novel monster.

Continuing Studies

Missing the Hades condor needed to keep up with Monster Scout Proficiency Tests? Approaching their nest in area 02 is a more or less guaranteed way to attract the attention of these birds.

Dragon slimes are found in abundance in Cragravation, especially in area 06 during a clear day.

Marsha's Monster Scout Proficiency Test 4 involves owning a Hades condor, and Test 5 involves making a slime stack—most likely by synthesizing together a Hades condor and a dragon slime. Both monsters dwell in several places in Cragravation, so these tasks should be easy to clear. Just be sure when scouting specimens to acquire the opposite polarities of each monster! It would be a waste to go back to the monster pen of the Albatross, *eager to see the tests complete, only to discover that both the Hades condor and the dragon slime are + or – and thus unable to synthesize.*

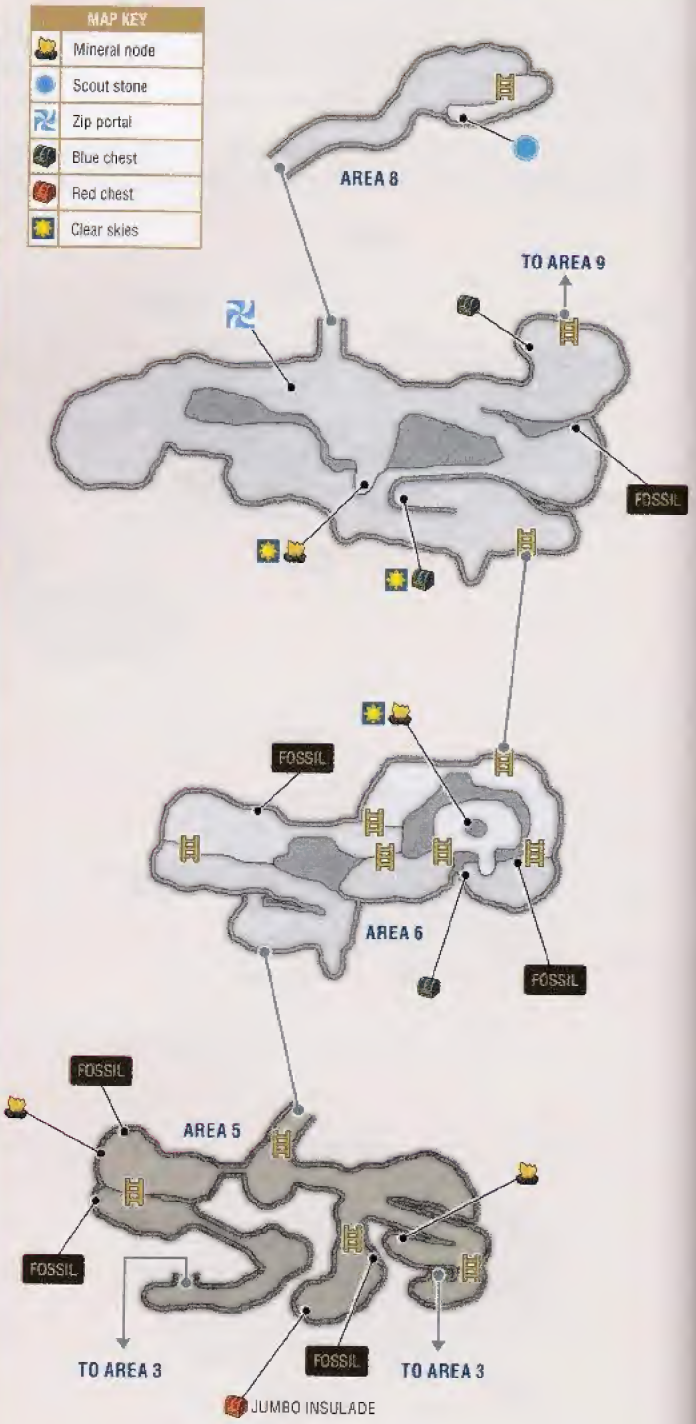
slime stack — Rank: C

Skills:
Bang & Zap

Traits:
Hit Squad
Fast Learner

MONSTER SCOUT PROFICIENCY TEST

CHALLENGE NUMBER	REQUIREMENT	REWARD
5	Present a Hades condor.	Oomph powder
6	Present a slime stack with the Cure-all skill.	Yggdrasil leaf



The farther up the face of Cragravation we scale, the harsher the climate becomes. Like any area, sometimes Cragravation is inundated by rain, but the higher, cooler altitude areas are instead beset by fierce blizzards. In area 06, the snowfall is enough to change the landscape, creating a new pathway.

Area 07 is the last resting area before the push to the summit. There's a Zip Portal, enabling an easy return to this area in case a supply trip to the *Albatross* is necessary. Just near the Zip Portal, in area 08, a new Scouting Skill is tucked away. And, just before the rocky ladder into area 09, a new friend confronts a new foe.

A fierce blizzard blows, altering the layout of the terrain...

Nose for Treasure

Another Scouting Skill is found in Cragravation in area 08, so detour there briefly before proceeding onward and upward to area 09. Nose for Treasure is usable just about anytime, anywhere, and this skill instantly shows how many hidden items are strewn about the current zone. Nose for Treasure detects any trinkets lying about, whether the items are found in leaves, mineral veins, red or blue treasure chests, or fossil remains.

The background in area 08 is quite interesting.

The hike to the summit isn't much longer now. In addition to the loneliness and thin air of high altitude, area 09 is extra frightening because of the hideous dierantulas that come out at night. Before going to the top of area 10, use the southeast exit back to area 09 to find the phoenix sceptre. Monsters wearing this during synthesis undergo all the changes innate to fusing, yet retain their form! This can effectively be used to "reroll" a favored monster with new skills and more skill points.

You soon find Jamirus at the top of the mountain, along with the monster that Jamirus serves. Is this apparent adversary the bird that can help?

190 JAMIRUS

MONSTER FAMILY | B RANK

Here's the monster that jerked around Melonie. This beast takes two turns per round, has relatively high attack power, and can sear monsters with strong fire spells. Keep that in mind if any monsters going in are vulnerable to Frizz.

HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT
616	35	118	82	65	5	2780	530	—

TRAITS: Tactical Trooper
SPELLS & ABILITIES: Frizzle
TREASURE: Fire Breath, machine parts

LV 20

223 GEMON

MONSTER FAMILY | A RANK

Gemon keeps Melonie at the summit, and it's up to the scout to get her back! Like Jamirus the underling, this demonic boss bird gets two turns per round and is capable of using abilities to hit every monster in the party at once. Keep HP levels out of the red and use spells like Buff to reduce the threat of Gemon's attacks.

HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT
772	40	128	88	68	8	3280	820	—

TRAITS: Tactical Trooper, Critical Massacre, Big Hitter, Desperado
SPELLS & ABILITIES: Chilly Breath, Bounce
TREASURE: metal ticket

LV 25

Defeating Gemon causes both the big black bird and its minion, Jamirus, to flee, fearful of a much bigger bird—the legendary Empyrea.

Back at the ship, the captain reveals a secret land, tucked away off the ocean, that he saw as he swam ashore from the wreck of the *Albatross*. Without much seemingly direct help from either Don Mole or Empyrea, Unshore is the next place to explore. Meanwhile, you can now open Melonie's treasure chest in the cargo hold, and the chest contains an excellent weapon: a pair of falcon claws.

MONSTER SCOUT CHALLENGE RANK C

REWARD [illegible] **GOLD** 20G per round for rounds one and two; 200G for round three

The rank C battle is actually selectable as soon as rank D is completed, but most scouts won't be ready for the jump in difficulty right away. However, it's a good time to take a crack at it after completing Cragravation. If rank C still proves too tough, simply move on to Unshore, which was the plan anyway. All roads lead back to the Monster Scout Challenge eventually.

ROUND ONE!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
5	BAG O' LAUGHS	F		12	165	43	111	60	1	97	Frizzle Body Slam
55	DEMONRIDER	E		11	135	4	100	55	1	148	Dragon Slash Slime Dunk Body Slam
67	GOODYBAG	E		11	135	36	100	55	10	113	Hustle Dance

ROUND TWO!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
98	ANGEL SLIME	D		12	128	108	108	110	153	154	Swoosh Heal
83	SLIME KNIGHT	D		14	153	15	122	138	100	99	Helm Splitter Demon Demeaner
105	BEHEMOTH SLIME	D		13	144	15	108	110	184	106	Kabuff Acceleratle

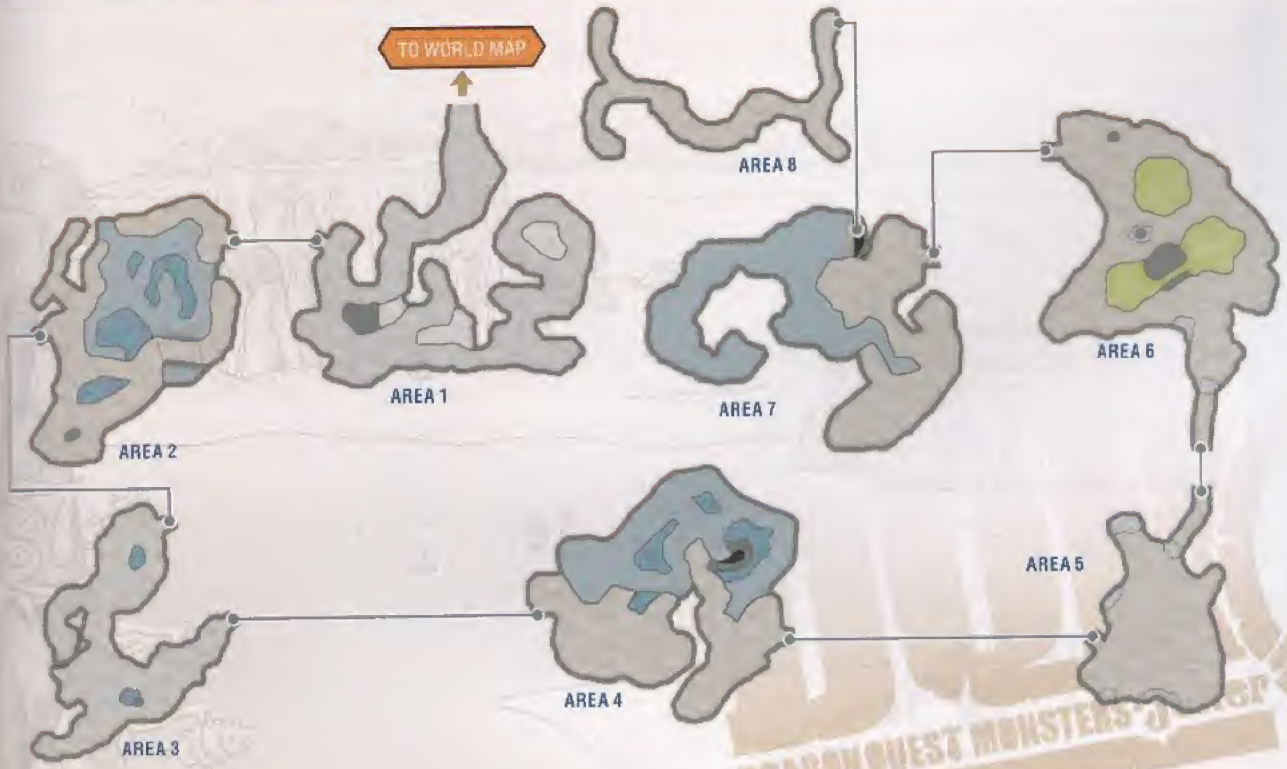
ROUND THREE!

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
86	FENCING FOX	D		14	220	35	130	74	198	119	Gust Slash Mercurial Thrust Charring Slash
150	ERAZOR BLADE	C		13	180	22	136	70	98	88	Shade Slash
150	ERAZOR BLADE	C		15	234	28	146	86	134	67	Blinding Blow

UNSHORE

Things are getting very interesting, but neither the moles nor Empyrea are very forthcoming with information. Perhaps a tip learned from the ailing captain, confirmed by Archie in research, can lead the way...

AREA CONNECTIONS IN UNSHORE



WILD MONSTERS

LOCATION TABLE ON A CLEAR DAY

#	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08
33	SEE URCHIN	D	●&D	D	●&D	—	—	—	—
50	NARDRAGON	—	—	—	—	—	—	—	—
56	SHELL SLIME	●&D	—	●&D	—	—	—	—	—
70	SNAIL SLIME	—	—	—	—	—	—	●&D	—
71	GREEN DRAGON	—	—	—	—	—	—	—	—
85	CRABID	—	—	—	—	D	●&D	—	—
90	METAL SLIME	—	●	—	●&D	—	●&D	●	—
97	SKELETON	—	—	—	—	—	—	—	—
99	SEASAUR	—	—	—	—	—	—	—	—
100	EVEEL	—	—	—	—	—	—	—	—
104	PHANTOM FENCER	—	—	—	—	—	—	—	—
107	KHALAMARI KID	—	●	●	●	—	—	●	—
122	DANGLER FISH	—	—	—	—	—	●&D	—	—
123	BONA CONSTRICTOR	—	—	—	—	●&D	●&D	—	—
128	KING KELP	—	—	—	●&D	—	—	—	—
134	MERMAN	—	—	—	—	—	—	●&D	—
136	OCTAVIAN SENTRY	—	●&D	—	D	—	—	—	—
140	PAWS	D	—	●&D	—	—	—	—	—
145	CURESLIME	—	●&D	—	—	—	—	—	—
147	BARRACUDA	●&D	—	●&D	—	—	—	—	—
153	YABBY	—	—	—	—	—	—	●&D	—

LOCATION TABLE DURING RAINFALL

#	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08
33	SEE URCHIN	—	—	—	—	—	—	—	—
50	NARDRAGON	●&D	—	●&D	—	—	—	D	—
56	SHELL SLIME	—	—	—	—	—	—	—	—
70	SNAIL SLIME	—	—	—	—	—	—	—	—
71	GREEN DRAGON	—	—	—	—	—	—	●&D	—
85	CRABID	—	—	—	—	—	—	—	—
90	METAL SLIME	—	●	—	●&D	—	●&D	●	—
97	SKELETON	—	—	—	—	●&D	●&D	—	—
99	SEASAUR	—	D	—	D	—	—	—	—
100	EVEEL	D	D	D	D	D	D	—	—
104	PHANTOM FENCER	—	●&D	—	D	—	—	—	—
107	KHALAMARI KID	—	—	—	—	—	—	—	—
122	DANGLER FISH	—	—	—	—	—	●&D	—	—
123	BONA CONSTRICTOR	—	—	—	—	●&D	●&D	—	—
128	KING KELP	—	●&D	—	●&D	—	—	●&D	—
134	MERMAN	—	—	—	—	—	—	—	—
136	OCTAVIAN SENTRY	—	—	—	●&D	—	—	—	—
140	PAWS	—	—	D	—	—	—	—	—
145	CURESLIME	●&D	—	●&D	—	—	—	—	—
147	BARRACUDA	—	●&D	—	●&D	—	—	—	—
153	YABBY	—	—	—	—	—	—	—	—

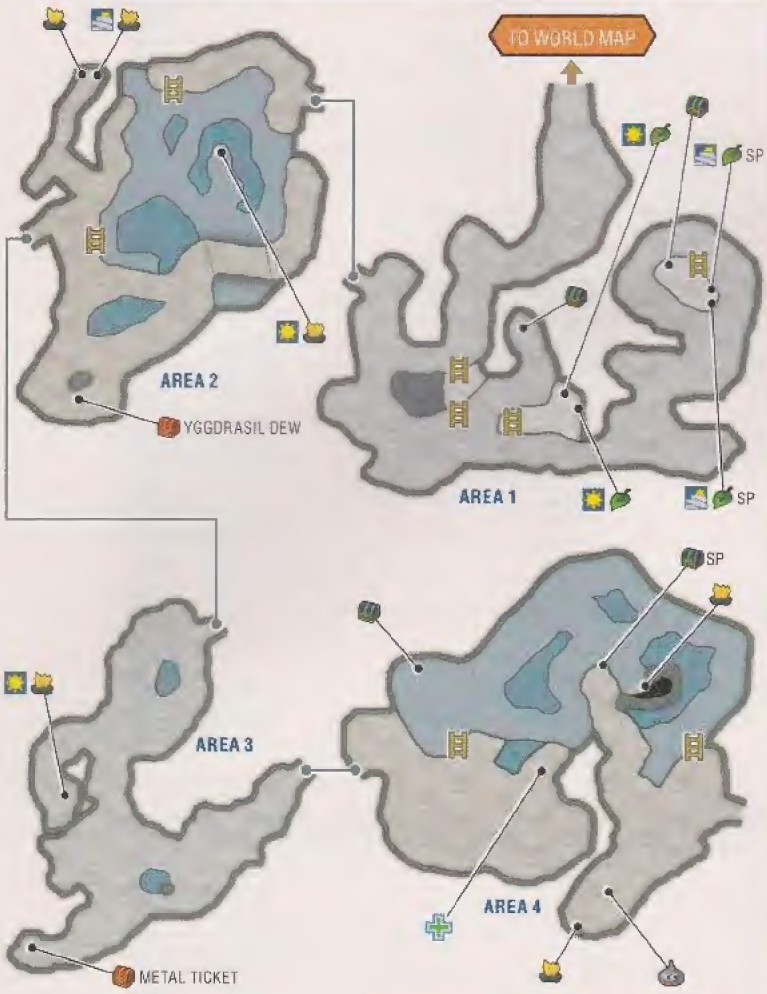
MONSTERS

	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
33	SEE URCHIN	F		13	101	35	99	77	123	80	152	24	♥♥	Blinding Blow Sultry Dance	strong medicine "Life in the Fast Lane"(rare)	116 Aquapothecary 183 Wisdom Boost 211 Decelerate Ward
50	NARDRAGON	E		16	104	20	121	80	101	29	305	26	♥♥	Body Slam	divine dagger silver sliver (rare)	111 Martyr 174 Attack Boost 203 Gobstopper Ward
56	SHELL SLIME	E		14	40	14	72	120	55	78	145	19	♥♥♡	Crack Buff	Bufferine seed of defence (rare)	91 Bolsterer 180 Agility Boost 210 Sap Ward
70	SNAIL SLIME	D		15	42	16	93	147	91	35	215	35	♥♥	Waterspout Sap	Sapperine "Duck and Cover" (rare)	83 Mage Aid 183 Wisdom Boost 212 Dim Ward
71	GREEN DRAGON	D		16	265	48	163	93	76	45	949	100	♥	Fire Breath	dragonsbane	124 Dragon Lore 174 Attack Boost 195 Blade Bunter Ward
85	CRABID	D		12	70	25	114	99	100	64	262	26	♥♥	Defending Champion	strong medicine "Duck and Cover" (rare)	81 Defender 177 Defence Boost 202 Frizzle Ward
90	METAL SLIME	D		1	4	255	22	999	255	100	3072	10	♡	Frizz	seed of agility seed of defence (rare)	120 Slimer 180 Agility Boost 212 Dim Ward
97	SKELETON	D		13	87	18	100	60	78	23	272	20	♥♥	Weakening Wallop Stupefying Strike	Dimium Sag Powder (rare)	86 Enfeebler 174 Attack Boost 208 Sleep Ward
99	SEASAUR	D		15	260	33	147	80	64	78	646	55	♥	Fire Breath Flame Slash Chilly Breath Frost Slash	jumbo insulate	124 Dragon Lore 174 Attack Boost 209 Sag Ward
100	EVEEL	D		13	88	10	124	47	87	33	314	30	♥♥	Poisonous Touch	antidotal herb panacea (rare)	94 Hypnotist 180 Agility Boost 207 Paralysis Ward
104	PHANTOM FENCER	D		16	100	35	125	80	60	71	289	53	♥♥	Charring Slash Kaswoosh Stupefying Strike Shade Slash Slowing Slug	steel broadsword	73 Windblower 174 Attack Boost 209 Sag Ward
107	KHALAMARI KID	D		13	97	15	84	86	75	7	133	18	♥♥	Woosh	magic elixir	116 Aquapothecary 177 Defence Boost 192 Sizz Ward
122	DANGLER FISH	C		13	114	16	119	98	115	117	286	15	♥♡	Dazzle	—	55 Sizz & Zam 174 Attack Boost 207 Paralysis Ward
123	BONA CONSTRICTOR	C		14	96	24	97	127	68	36	271	35	♥♡	Whack Shade Slash	mistake medicine metal ticket (rare)	84 Fortifier 183 Wisdom Boost 190 Zap Ward
128	KING KELP	C		14	116	16	101	52	30	132	240	30	♥♥	Poisonous Touch Midheal Tap Dance	magic elixir timbrel of tension (rare)	117 All-Rounder 183 Wisdom Boost 192 Sizz Ward
134	MERMAN	C		14	80	23	109	64	69	26	265	14	♥♥	Crackle Kafizzle	antimagic powder	116 Aquapothecary 183 Wisdom Boost 201 Drain Magic Ward
136	OCTAVIAN SENTRY	C		16	134	25	129	75	100	21	293	20	♥♡	Demon Demeaner Mercurial Thrust	sacred spear	68 Thunderwind Slashes 174 Attack Boost 199 Dazzle Ward
140	PAWS	C		15	76	30	117	125	126	63	185	55	♥♥	Baffling Bonk Waterspout	iron axe	90 Anti-metal 177 Defence Boost 205 Confusion Ward
145	CURESLIME	C		12	86	30	91	102	118	184	168	26	♥♡	Fullheal	special medicine	77 Healer 87 Antimagic 183 Wisdom Boost
147	BARRACUDA	C		13	154	14	81	32	42	19	168	9	♥♡	Oomphle	Oomph powder "Brawn Over Brains" (rare)	28 Bang & Sizz 180 Agility Boost 211 Decelerate Ward
153	YABBY	C		15	106	12	121	115	32	16	303	40	♥♡	Inferno Slash Drain Magic	panacea	83 Mage Aid 177 Defence Boost 197 Ice Breath Ward

A BEACH VACATION

OBJECTIVE Search for the enormous creature the captain thinks he saw.

UNSHORE IN DETAIL



Archie Logg's research and the captain's anecdote both point to a powerful being here that might be able to help out. Confirming whether that's true requires some exploration.

Unshore is a watery zone along the coast, and so most monsters dwelling in the area are aquatic. As with Cragravation before, all these monsters are over lv10 and consequently make great scouting and synthesis candidates. Try to scout at least one of each new species seen, or, ideally, two—one specimen of each polarity! But, of course, that takes much longer. Doing so pays instant dividends in new, great monsters during the next visit to Dr Lump in the monster pen.

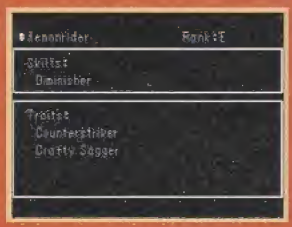
Higher Education

After getting a Hades condor and a slime stack, the next two challenges start with a skelegon. Synthesize the scouted skelegon with a beast-family monster, and a demonrider is the result, clearing challenge 7.

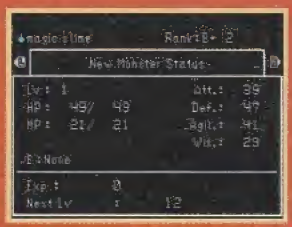
Seek out skelegons by accosting fossils in Cragravation during stormy weather.

Skelegons can be stingy monsters to scout, so bring the heaviest hitters possible, and use abilities like Oomph to boost scouting odds if necessary.

That demonrider can then be leveled up and synthesized with a bona constrictor (found in abundance right here in Unshore, in area 05) to produce a grim rider. Be absolutely sure to include Fortifier as one of the three skills passed on from the demonrider and bona constrictor progenitors to the grim rider progeny. The requirement isn't just for a grim rider, after all—it's for a grim rider with that particular skill.



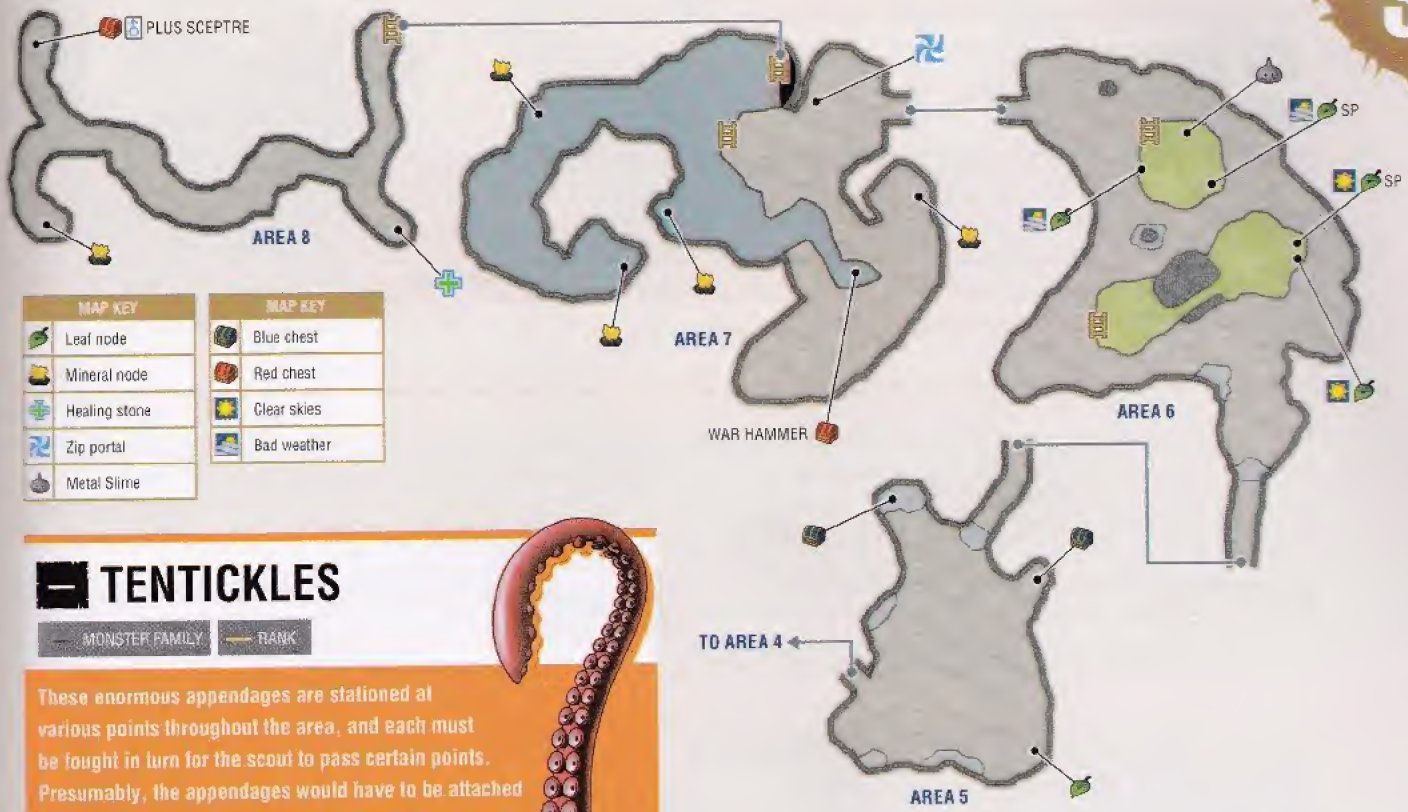
The ninth test is the most flexible so far—synthesize any monster with Defence Boost II. In order to do this, at least one of the monster's parents must have mastered Defence Boost with 50 skill points allocated into it. Plenty of monsters have Defence Boost, so simply complete the task with any monster offspring to acquire a new skill and finish another challenge.



Besides Defence Boost, you can upgrade many other skills by first mastering the skill and then synthesizing an offspring which then inherits an upgraded version of the skill.

MONSTER SCOUT PROFICIENCY TEST

CHALLENGE NUMBER	REQUIREMENT	REWARD
7	Synthesize a demonrider.	"Think Negative"
8	Synthesize a grim rider with the Fortifier skill.	"The Secrets of Sorcery"
9	Synthesize a monster with the Defence Boost II skill.	Minus sceptre



TENTICKLES

MONSTER FAMILY | RANK

These enormous appendages are stationed at various points throughout the area, and each must be fought in turn for the scout to pass certain points. Presumably, the appendages would have to be attached to a much bigger creature, wouldn't they? In any event, there are more pressing matters when a lone, gigantic limb is attacking, such as defeating the lone, gigantic limb. Each tentickle behaves slightly differently, using varied abilities. But because the scout has come this far, the foes should all be manageable by a balanced party of monsters whose levels are in at least the early teens. And higher-rank monsters approaching level 20 can dispatch the tentickles with little effort.

ABILITIES BY AREA

AREA	01	02	03	04, 07
ABILITIES	Sleep Sock, Sweet Touch	Baffling Bonk, Bemusing Breath	Venomous Volley, Venom Breath	Venomous Volley, Paralysing Touch, Burning Breath

HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT
316	25	98	38	26	20	840	115	—

SPELLS & ABILITIES: varies by area
TREASURE: machine parts
TRAITS: Big Hitter

LV 16

Arriving at the Zip Portal in area 07 presents an excellent chance for the scout to Zoom back to the *Albatross* for some serious upgrades. By now, many more machine parts should be on hand to upgrade the Item Vendor, and if scouting is up-to-date, many extra species from both Cragravation and Unshore will be waiting in the monster pen.

Almost all of these monsters were already past lv10 when scouted, so they can be synthesized immediately. You can create some excellent, higher-ranking monsters from Cragravation/Unshore pairings! Then, alongside a stronger monster or two, these monsters can be brought up to a useful level from birth without too much trouble. This is especially true if a metal slime or two show up in battle. Just one victory against a metal slime may shoot a lv1 monster up a half-dozen levels or more!

A gasbagon and a pawrs, both commonplace in Cragravation and Unshore, respectively, get together to make an abyss diver.

After one normal battle in Unshore and propped up alongside a much stronger beast, the lv1 abyss diver is already lv9!! Only another few battles, and it's well over lv10 and either ready for another synth or ready to be a frequent member of the main party!

Bring along a few other lv1 monsters for the substitute party, and they'll all already be lv5~7, as the fledgling point monster in this scenario is around lv10! It's not too difficult or time-consuming to get new monsters up to speed for more synthesizing, skill expanding, and general exploring.

263 KHALAMARI

MONSTER FAMILY | S RANK

The owner of the tentickles is, as it turns out, not too pleased to have five of its limbs hacked off. Khalamari has attacks that poison friendly monsters and hit everyone at once, which is typical for most large bosses. Buff and Kabuff can take the edge off khalamari's attacks, so monsters can focus on whittling away its big HP pool instead of having to heal all the time.

HP	MP	ATT	DEF	AGIL	WIS	EXP	GOLD	SCOUT
1332	100	158	90	22	35	6682	1615	—

SPELLS & ABILITIES: Venomous Volley, Sleep Sock, Waterspout
TREASURE: metal ticket
TRAITS: Hit Squad, Grand Slammer, Foot Dragger

LV 35

Does the scout find what he's looking for in Unshore? It's hard to say. Certainly not what was expected. After defeating khalamari and clearing out Unshore, it's time for our hero to tackle more of the Monster Scout Challenge. The moles have information for a monster scout crafty enough to clear rank A.

MONSTER SCOUT CHALLENGE RANK B

REWARD zombiesbane

GOLD 30G each for first two rounds; 300G for third round

If rank C was put off until after Unshore, you must successfully complete that tier of combat before tackling rank B and beyond.

ROUND ONE!

#	MONSTER		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
17		SCISSOR BEATLE	F		16	168	18	112	78	182	124	Midheal Reheal
163		BEETLEBOY	B		18	192	6	152	90	107	94	Psyche Up Demon Demeaner
78		BORING BUG	D		16	148	35	125	97	161	124	Sag Kasap Oomph

ROUND TWO!

#	MONSTER		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
74		DANCING DEVIL	D		10	166	8	132	82	232	143	Tap Dance Fuddle Dance Dodgy Dance
28		CONKLAVE	F		12	208	12	155	98	103	99	Lightning Shade Slash
68		IMP	E		10	184	50	126	94	183	305	Boom Tap Dance Sultry Dance

ROUND THREE!

#	MONSTER		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
141		JUMPING JACKAL	C		19	235	48	148	111	167	152	Flame Slash Helm Splitter Bomb Slash War Cry
126		GREAT SABRECAT	C		18	222	40	158	113	268	145	Mercurial Thrust
37		GREAT SABRECUB	E		19	235	48	148	111	167	152	Multislash Sandstorm Weakening Wallop

MONSTER SCOUT CHALLENGE RANK A

REWARD miracle mallet

GOLD 40G each for first two rounds; 400G for third round

Rank A is the last thing between the scout and more answers. After the scout completes rank A, the Bemusoleum region becomes available for exploration. The scout also receives the miracle mallet—this startlingly strong weapon replenishes some of the HP of the monster using it each time the monster attacks! In the hands (or whatever they use to hold) of a multi-hitting monster like a slime stack, this can be beastly, resulting in a friendly monster that is practically immortal most of the time.

ROUND ONE!

#	MONSTER		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
77		SKELEGON	D		20	226	30	146	108	280	134	Oomph Magic Barrier
175		GRIM RIDER	B		22	182	141	152	118	104	186	Boom Kafizzle
77		SKELEGON	D		20	226	138	146	108	280	134	Fire Breath Poison Breath Chilly Breath Spooky Aura Sweet Breath

ROUND TWO!

#	MONSTER		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
181		MIMIC	B		21	213	4	154	134	312	144	Kafizzle
241		TRAP BOX	S		25	256	15	158	168	196	200	Venomous Volley Zing
73		CANNIBOX	D		23	236	80	148	156	267	178	Frizzle Boom

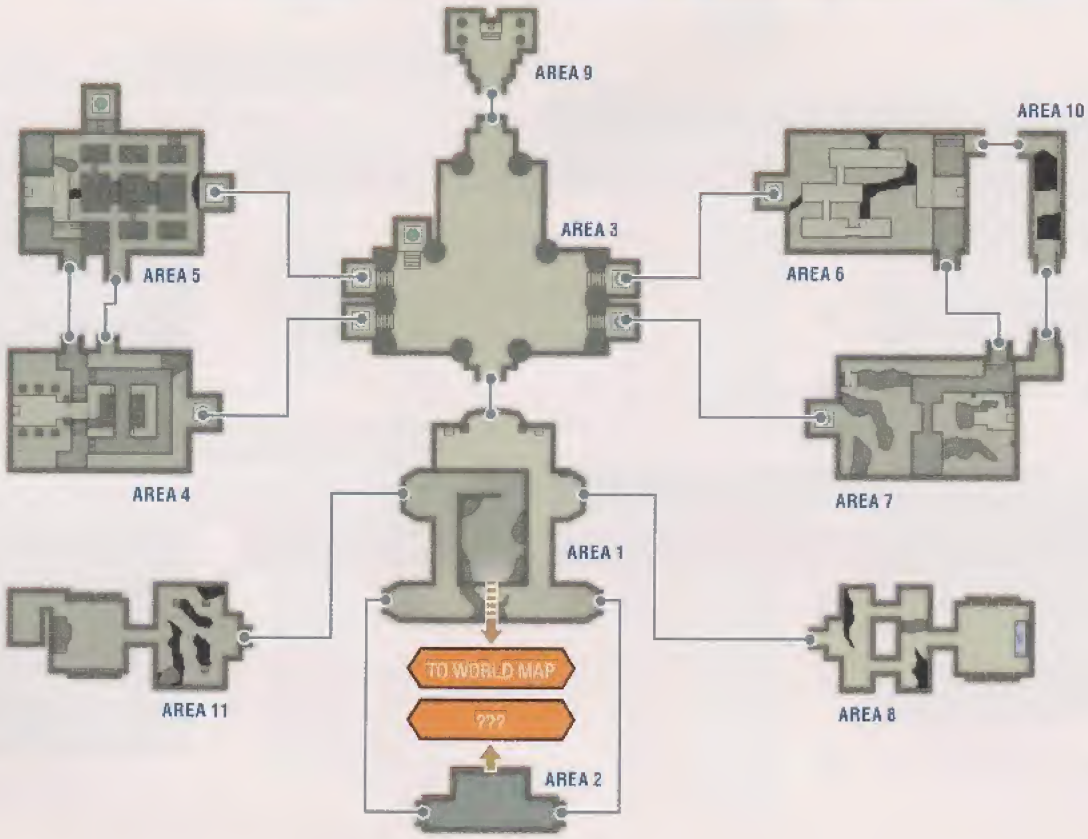
ROUND THREE!

#	MONSTER		RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	SPELLS & ABILITIES
142		HUNTER MECH	C		24	228	12	130	172	87	114	metal slash
238		BLACK DRAGON	S		26	308	20	168	168	57	188	Inferno Cold Blizzard Blast Slash
205		KILLING MACHINE	A		24	258	20	132	167	101	119	Helm Splitter Stupefying Strike Slowing Slug Bounce

BEMUSOLEUM

Clearing rank A of the Monster Scout Challenge has earned our intrepid scout the Bemusoleum key. In order to challenge rank S, the scout must find the Medal of Merit, which is hidden somewhere in the Bemusoleum.

AREA CONNECTIONS IN BEMUSOLEUM



WILD MONSTERS IN BEMUSOLEUM

LOCATIONS DURING A CLEAR DAY

#	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08	AREA 09
42	DRAKE SLIME	—	—	—	—	—	—	●	D	—
48	MUMMY BOY	—	—	—	—	—	D	—	—	—
67	GOODYBAG	—	—	—	—	—	—	—	D	—
73	CANNIBOX	—	—	—	●&D	●	●&D	●&D	—	—
77	SKELEGON	D	—	—	—	—	—	—	—	—
90	METAL SLIME	—	—	—	—	●&D	●&D	●&D	●&D	—
91	RUBBLE SLIME	—	—	—	●	—	●	D	●	D
97	SKELETON	—	—	—	—	—	—	—	—	—
102	MECHA-MYNAH	—	—	—	—	D	—	D	—	—
104	PHANTOM FENCER	D	—	—	D	—	D	—	—	—
118	HACKSAURUS	●	—	—	●	—	●	—	—	—
120	BODKIN ARCHER	—	—	—	—	—	—	—	—	—
123	BONA CONSTRICTOR	—	—	—	—	●	—	●	—	—
127	GARGOYLE	●	—	—	—	—	●	—	—	—
130	WALKING CORPSE	—	—	—	D	D	—	D	—	—
137	RESTLESS ARMOUR	—	—	—	—	—	—	—	●	—
142	HUNTER MECH	—	—	—	—	●	—	●	—	—
149	GOLEM	●	—	—	—	—	—	—	—	—
151	CYBER SLIME	—	—	●	—	—	—	—	—	—
152	LIQUID METAL SLIME	—	—	—	●&D	—	—	—	—	—
175	GRIM RIDER	—	—	—	—	—	—	—	—	—
198	LIVING STATUE	—	—	—	—	—	—	—	—	—
226	GRIPEVINE	—	—	—	—	—	—	—	—	D

LOCATIONS DURING RAINY WEATHER

#	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 09	AREA 10	AREA 11
42	DRAKE SLIME	—	—	—	●	—	—	●	—	—	●
48	MUMMY BOY	—	—	—	—	—	D	—	—	—	—
67	GOODYBAG	—	—	—	—	—	—	—	—	—	—
73	CANNIBOX	—	—	—	D	●	—	●&D	—	—	●&D
77	SKELEGON	D	—	—	—	—	—	—	—	—	—
90	METAL SLIME	—	—	—	—	●&D	●&D	●&D	—	—	●&D
91	RUBBLE SLIME	—	—	—	—	●	—	●	D	—	—
97	SKELETON	—	—	—	—	D	—	D	—	—	—
102	MECHA-MYNAH	—	—	—	D	—	D	—	—	—	—
104	PHANTOM FENCER	D	—	—	—	D	—	D	—	—	D
118	HACKSAURUS	—	—	—	—	●	—	—	—	—	—
120	BODKIN ARCHER	●&D	—	—	—	—	—	—	—	—	—
123	BONA CONSTRICTOR	—	—	—	—	—	—	—	—	—	—
127	GARGOYLE	—	—	—	—	—	●	—	—	—	—
130	WALKING CORPSE	—	—	—	—	—	—	—	—	—	—
137	RESTLESS ARMOUR	—	—	—	—	—	—	—	—	—	—
142	HUNTER MECH	—	—	—	●	—	●	—	—	—	●
149	GOLEM	●	—	—	—	—	—	—	—	—	—
151	CYBER SLIME	—	—	—	—	—	—	—	—	—	●
152	LIQUID METAL SLIME	—	—	—	●&D	—	—	—	—	●&D	—
175	GRIM RIDER	—	—	—	—	—	—	—	—	—	D
198	LIVING STATUE	—	—	—	●&D	—	—	—	—	—	—
226	GRIPEVINE	—	—	—	—	—	—	—	D	—	—

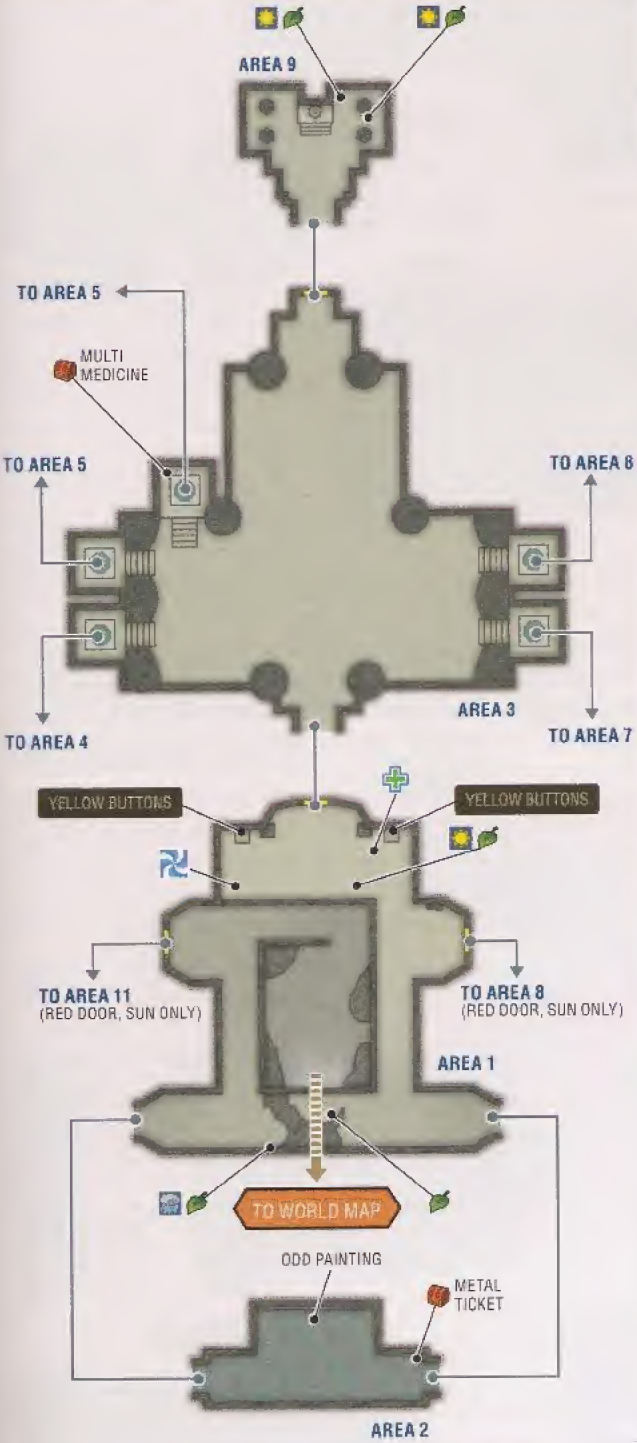
MONSTERS

#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
42	DRAKE SLIME	E		16	142	28	120	75	133	60	439	52		Sizzle Fire Breath Inferno Slash	special medicine	120 Slimer 180 Agility Boost 211 Dim Ward
48	MUMMY BOY	E		17	128	38	132	90	64	77	494	35		Paralysing Touch Sleepy Touch Baffling Bonk	panacea "Positive Puller" (rare)	122 Graveheart 174 Attack Boost 193 Donk Ward
67	GOODYBAG	E		13	146	84	104	72	154	226	429	315		Kasap Sultry Dance	wizard's penny wizard's shilling	85 Enfeebler 180 Agility Boost 204 Ban Dance Ward
73	CANNIBOX	D		13	132	12	149	90	73	19	519	30		Whack Venom Breath	machine parts	96 Fear-monger 183 Wisdom Boost 200 Poison Ward
18	SKELEGON	D		18	168	34	158	124	38	12	682	64		Fire Breath Chilly Breath	jumbo Insulade	46 Crack & Zam 174 Attack Boost 190 Zap Ward
90	METAL SLIME	D		1	4	255	22	999	255	100	3072	10		Frizzle	seed of agility seed of defence	120 Slimer 180 Agility Boost 212 Dim Ward
91	RUBBLE SLIME	D		14	78	18	112	130	27	19	427	15		Boulder Dash Kabuff Defending Champion	rockbomb shard pinball	28 Bang & Sizz 177 Defence Boost 210 Sap Ward
97	SKELETON	D		17	130	35	150	115	116	84	595	21		Weakening Wallop Stupefying Strike Death Dance	Dimium Sag powder (rare)	85 Enfeebler 174 Attack Boost 190 Zap Ward
102	MECHA-MYNAH	D		15	72	120	110	157	91	35	438	35		Decelerate Accelerate	Bufferine machine parts (rare)	125 Bird Brain 177 Defence Boost 187 Bang Ward
104	PHANTOM FENCER	D		17	152	42	129	86	105	85	527	53		Charring Slash Shade Slash Slowing Slug Stupefying Strike	steel broadsword	73 Wind Blower 174 Attack Boost 195 Blade Blunter Ward
118	HACKSAURUS	C		18	148	30	150	98	73	30	485	85		Singeing Slash Demon Demeaner	war hammer	124 Dragon Lore 174 Attack Boost 205 Confusion Ward
120	BODKIN ARCHER	C		17	122	61	113	85	117	109	471	60		Stupefying Strike Buff	magic elixir battle whip (rare)	84 Mage Aid 174 Attack Boost 193 Donk Ward
123	BONA CONSTRICTOR	C		15	102	5	116	131	75	37	481	40		Whack Shadow Slash	mistake medicine metal ticket (rare)	84 Mage Aid 183 Wisdom Boost 190 Zap Ward
127	GARGOYLE	C		16	128	32	128	87	155	65	415	39		Gust Slash Multislash Mercurial Thrust Kasap Oomph	seed of wisdom seed of agility (rare)	125 Bird Brain 174 Attack Boost 212 Dim Ward
130	WALKING CORPSE	C		16	270	16	135	36	87	13	492	2		Venomous Volley Venom Breath	antidotal herb special medicine (rare)	97 Bad Breath 177 Defence Boost 203 Gobstopper Ward
137	RESTLESS ARMOUR	C		17	132	35	140	144	69	71	513	62		Demon Demeaner Double-Edged Slash	zombiesbane	89 Anti-dragon 174 Attack Boost 205 Confusion Ward
142	HUNTER MECH	C		15	126	30	132	155	126	63	515	55		Psyche Up Gale Slash Singeing Slash Multislash	machine parts metal ticket (rare)	90 Anti-metal 177 Defence Boost 195 Blade Blunter Ward
149	GOLEM	C		19	136	30	140	125	35	63	448	37		Psyche Up	bronze bit iron hammer (rare)	128 Materialist 177 Defence Boost 205 Confusion Ward
151	CYBER SLIME	C		16	120	23	120	103	86	160	409	25		Metal Slash	pinball machine parts (rare)	86 Saboteur 183 Wisdom Boost 194 Abiliterator Ward
152	LIQUID METAL SLIME	C		1	12	255	74	999	255	152	30072	40		Frizzle	seed of agility seed of defence (rare)	108 Bombardier 180 Agility Boost 199 Dazzle Ward
175	GRIM RIDER	B		17	144	5	127	75	100	31	608	20		Mercurial Thrust Midheal	holy lance	100 Assassin 174 Attack Boost 195 Blade Blunter Ward
198	LIVING STATUE	A		17	220	19	148	141	22	31	938	52		Boulder Bash Selflessness	seed of life	92 Barricade 174 Attack Boost 192 Sizz Ward
226	GRIPEVINE	A		22	515	38	171	117	84	57	1850	72		Kasnooze Venom Breath	moonwort bulb seed of skill (rare)	106 Niflheim 180 Agility Boost 200 Poison Ward

PATHS OF GLORY

OBJECTIVE Search for the Medal of Merit.

BEMUSOLEUM IN DETAIL



MAP KEY	
	Leaf node
	Healing stone
	Zip portal

MAP KEY	
	Red chest
	Clear skies
	Raining

The huge wall painting found in area 02 will be important later...

This hidden ruin is basically a proving ground, filled with tough monsters, crumbling architecture, and lost technology. Traps abound—don't trust every treasure chest, as most of them turn out to be trap boxes! Throughout the area, deteriorating infrastructure forces detours, as primary pathways are cut off by collapsed walkways. Several doors are sealed shut initially, too. The scout must find another way to open them.

From the initial area, after a detour through area 02, the scout can find colored, sealed doors, along with two yellow buttons.

Pushing in both yellow buttons opens up the yellow door —surprise! Could it be that colored switches also open the earlier doors?

Beyond the yellow door, in area 03, is a contingent of cyber slimes surrounding a gigantic mechanized monster. The monster is protected by some sort of barrier, which also blocks the way forward. The side cubbies of area 03 house strange teleporters, which each instantly whisk the user to a remote location. From the teleporters in this hub chamber of sorts, you can access areas 04 through 07. Colored button pairs are split between sides so that the matching buttons on each side must be pressed in tandem to open certain colored doors.

AREAS 4 AND 5 DURING SUNNY WEATHER

TO AREA 3
RED BUTTON
TO AREA 3
AREA 5
NIGHT
AREA 4
TO AREA 3

AREAS 4 AND 5 DURING RAIN

TO AREA 3
TO AREA 3
NIGHT
AREA 5
SP
BLUE BUTTON
SP
NIGHT
AREA 4
BRIDGE TO PUSH DOWN
TO AREA 3

MAP KEY	
	Leaf node
	Scout stone
	Liquid Metal Slime
	Blue chest

MAP KEY	
	Red chest
	Clear skies
	Raining
	Bad weather

(NIGHT)
(NIGHT)
TO AREA 1
SP (NIGHT)
SP (NIGHT)
SP
VANISH
AREA 11

The southwestern-most teleporter in area 03 leads to area 04. The other two teleporters on the west side of area 03 also lead to areas 04 and 05, but during dry weather, they only lead to impassable dead ends. By taking the southwestern-most teleporter, then following through areas 04 and 05, you can find the first red button in area 05.

Don't miss a chance to take a crack at a liquid metal slime just beyond where the scout finds the first red button.

AREAS 5 AND 7 DURING SUNNY WEATHER

TO AREA 3 AREA 6
SP
OVERKILLING MACHINE
YGGDRASIL LEAF
TO AREA 1 AREA 8
SP
TO AREA 3 AREA 7
RED BUTTON

AREAS 6,7 AND 10 DURING RAIN

TO AREA 3 AREA 6
SP
METAL TICKET
BLUE BUTTON
YGGDRASIL LEAF
TO AREA 3 AREA 7

Locate the second red button by first traveling to area 06 to access the empty aqueduct leading to area 07. When both red buttons are pressed, the red door in area 01 opens! This is only possible during dry weather, when the aqueducts are barren; during rainstorms, the aqueducts fill up and allow access to the blue buttons (and thus, the blue door) rather than the red ones. However, rain won't occur here until you've already completed the area once.

In the newly opened area 08, perhaps there is a solution to take down the giant guardian's impassable barrier. Use Zip to travel quickly back to area 01 to investigate. From this point in the story, several boss fights occur more or less back-to-back. With a stable party of monsters in the range of at least level 20~25, these fights should be challenging, but very winnable.

248 OVERKILLING MACHINE

MONSTER FAMILY | S RANK

This automated defense droid is responsible for keeping the much larger guardian's shield active. On its own, though, the overkilling machine is enough of a problem. Like almost all bosses, the machine can attack multiple times per round against all friendly monsters, and it uses powerful abilities. In particular, an overkilling machine using Lightning is capable of dishing out over 100 damage to every allied monster. Using at least one Kaping or Kabuff (preferably both) is crucial to keeping damage at sustainable levels.

HP	MP	ATT.	DEF	AGIL.	WIS.	EXP	GOLD	SCOUT
950	40	142	128	180	70	4200	1005	—

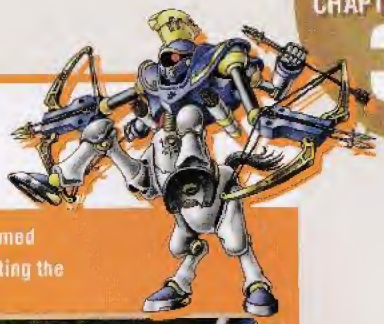
SPELLS & ABILITIES: Dragon Slash, Helm Splitter, Multislash, Lightning
TREASURE: machine parts
TRAITS: Double Trouble, Hit Squad

LV 30

With the overkilling machine destroyed, the barrier is lifted from the enormous guardian.

287 SAGITTAR

MONSTER FAMILY | X RANK



So it turns out that this monster is named Sagittar. Fighting Sagittar is like fighting the overkilling machine's towering daddy. Sagittar also attacks more than once per round, and it usually hits every ally. The automatic crossbows it wields allow it to output a tremendous volume of physical attacks.

Naturally, just as in the fight against the overkilling machine, Sagittar's physical attacks make Kabuff a must. The little hits just add up too quickly otherwise.

Thin Air is the biggest magical threat from Sagittar. Have a monster ready with Multiheal and keep HP levels up to weather the storm.

HP	MP	ATT.	DEF	AGIL.	WIS.	EXP	GOLD	SCOUT
1560	255	172	115	125	158	8800	2770	—

SPELLS & ABILITIES: Donk, Kadonk, Blizzard Slash, Helm Splitter, Thin Air
TREASURE: machine parts
TRAITS: Double Trouble, Hit Squad, Grand Slammer

LV 35

Once the scout has defeated Sagittar and has explored area 09, it is time to return to Don Mole to see what is waiting in the final round of the Monster Scout Challenge.

A Little Backtracking

Once you've defeated Sagittar, rain starts to occasionally fall in Bemusoleum like in any other region. During rain, the aqueducts in Bemusoleum swell with floodwaters, and slightly different paths are open between areas 04 and 05, and areas 06 and 07. Blue buttons are found during rain, rather than the red buttons in the sun. Push both buttons to open the way to area 11, where you can find Vanish, a new Scouting Skill!

MONSTER SCOUT CHALLENGE RANK S

Back at the Arena, Don Mole and company are finally ready to pull back the curtain and show the wizard making the noises behind the scenes. This competition has far higher stakes than just propping up monster scouts in glory...

This round of the Monster Scout Challenge works differently than the others. Instead of only issuing tactics to monsters and being unable to use items, orders can be given and items can be used like during any normal battle. Also like any normal battle, if all monsters are knocked out, half of the gold on hand will be lost.

247 DON MOLE

MONSTER FAMILY | S RANK

The mole king is a fierce fighter, too. He takes three turns for every turn the allied monsters take, and he uses strong physical attacks and some buffing abilities. His Meditation in particular can be annoying, erasing lots of damage progress in one cast. Keep Kabuff active on all allies, and keep plugging away at the godfather.

HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT
920	76	258	156	131	200	2772	50	—

SPELLS & ABILITIES: Sultry Dance, Psyche Up, Meditation, Multifists, Fuddle Dance
TREASURE: machine parts
TRAITS: Tactical Genius, Heckling Hector

LV 29

Like other Monster Scout Challenge ranks, there is no chance to rest between battles.

278 CANZAR

MONSTER FAMILY | X RANK

This hulking, golden crab-slime-thing is kind of incredible. It's not the last boss, but it does represent a test of everything up to this point. Canzar is durable, tremendously powerful, and can even withstand a single hit that would otherwise spell defeat.

Boulder Bash is the strongest individual attack Canzar can conjure, but its normal swings are plenty dangerous, too. As with most other bosses, Buff or Kabuff is basically a requirement. The catch here is that Canzar uses Disruptive Wave to erase allied buffs. After Disruptive Wave strips Buff, reapplying it is absolutely the most important thing to do.

When Canzar's HP is finally reduced to 0, it will survive a single turn with 1 HP. If any substitute monsters are alive and need some easy EXP that they didn't really earn, switch them in for the final blow.

HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT
1550	255	208	183	96	138	10890	550	—

SPELLS & ABILITIES: Slime Dunk, Chilly Breath, Boulder Bash, Mist Me, Disruptive Wave
TREASURE: machine parts
TRAITS: Double Trouble, Hit Squad, Grand Slammer, Close Scraper

LV 33

After the scout defeats Canzar, the scout can access another area by traveling back to Bemusoleum. There, in area 02, inspect the big painting to uncover the next area, the Necropolis...

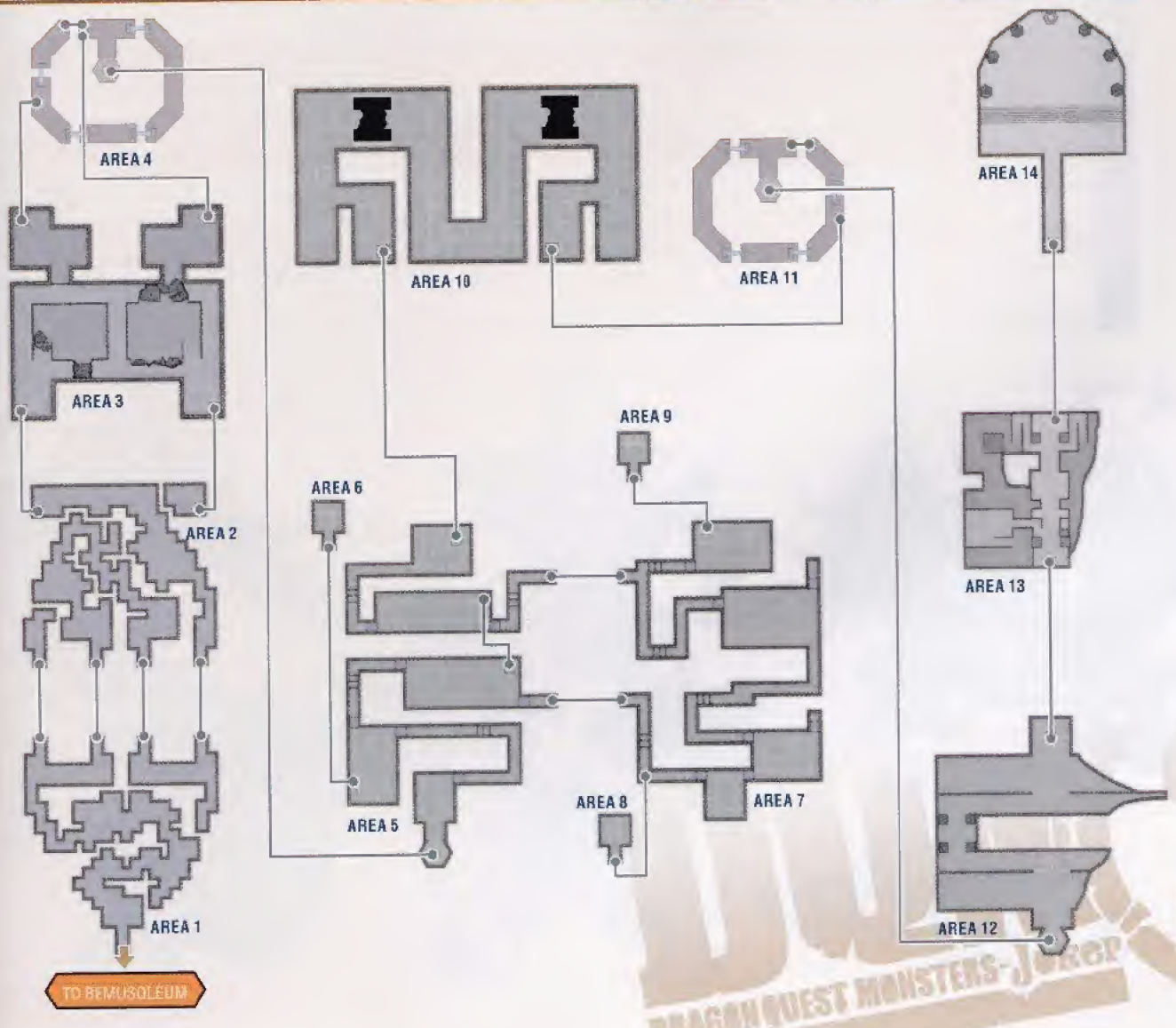
AVAST!

There are lots of diversions by now—exploring rainy Bemusoleum; picking fights with big baddies like gigantes, wormonger, and missing lynx; working on Marsha's Monster Scout Proficiency Test; or just working on the stable of monsters in general. During the rain, that list gains an unexpected addition: being attacked by the pirate Captain Crow!

This lawless monster scout unleashes monsters from his mangy menagerie to attack unexpectedly when entering rainy regions. If Captain Crow wins, he'll abscond with whatever gold was on the scout! Keep gold deposited in the bank inside the *Albatross* regularly, and always be ready with at least a few heavy-duty monsters in order to beat back the captain's unexpected raids.

NECROPOLIS

AREA CONNECTIONS IN NECROPOLIS



WILD MONSTERS IN NECROPOLIS

LOCATION TABLE IN NECROPOLIS

#	MONSTER NAME	AREA 01	AREA 02	AREA 03	AREA 04	AREA 05	AREA 06	AREA 07	AREA 08	AREA 09	AREA 10	AREA 11	AREA 12	AREA 13	AREA 14
53	DANCING FLAME	—	—	—	—	—	—	—	—	—	—	—	D	D	—
103	SILVAPITHECUS	●&D	D	—	—	—	—	—	—	—	—	—	—	—	—
127	GARGOYLE	D	●&D	●&D	—	—	—	—	—	—	—	—	—	—	—
152	LIQUID METAL SLIME	●	●&D	●	D	●	—	D	—	—	●	●&D	—	●&D	—
155	GRYPHON	—	—	—	—	—	—	D	—	—	—	—	—	—	—
164	FIREBIRD	—	—	—	—	—	—	—	—	—	—	—	●&D	●&D	—
165	MAGMALICE	—	—	—	—	—	—	—	—	—	—	—	●	●	—
166	LETHAL ARMOUR	—	—	—	—	●&D	—	●&D	—	—	●&D	●&D	—	—	—
167	PHANTOM SWORDSMAN	—	—	—	●&D	—	—	—	—	—	●&D	●&D	—	—	—
168	SKELETON	—	—	—	—	—	—	●	—	—	—	—	—	—	—
169	DARK SLIME	●&D	●&D	●&D	—	—	—	—	—	—	—	—	—	—	—
170	TYRANTOSAURUS	—	—	—	—	●	—	●	—	—	—	—	—	—	—
175	GRIM RIDER	—	—	D	D	—	—	—	—	—	—	—	—	—	—
181	MIMIC	—	—	●&D	—	—	—	—	—	—	●&D	—	●&D	—	—
182	ARCHDEMON	—	—	—	—	D	—	D	—	—	—	—	—	—	—
184	DARK SLIME KNIGHT	●	●	●	●	—	—	—	—	—	—	—	—	—	—
191	FRIGHT KNIGHT	—	—	—	—	D	—	—	—	—	—	—	—	—	—
194	DRAKULARGE	—	—	—	—	●	—	—	—	—	—	—	—	—	—
197	GIGANTES	—	—	—	—	●&D	—	●&D	—	—	●&D	—	●&D	●&D	—
199	DEMON-AT-ARMS	—	—	—	—	—	—	—	—	—	—	—	—	●&D	—

MONSTERS

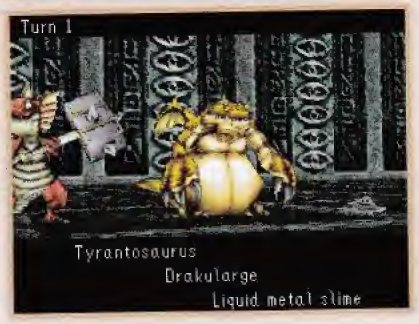
#	MONSTER	RANK	FAMILY	LVL	HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT	SPELLS & ABILITIES	TREASURE	SKILLS
53	DANCING FLAME	E		18	134	28	148	155	146	93	778	70		Fire Breath Inferno Inferno Slash	Insulade jumbo Insulade(rare)	71 Fire Fighter 177 Defence Boost 197 Ice Breath Ward
103	SILVAPITHECUS	D		21	171	45	158	164	172	132	635	84		Kafrizz Kamikazee Kafizzle	wizard's shilling	123 Diabolist 183 Crafty Sagger 190 Zap Ward
127	GARGOYLE	C		18	180	32	146	148	183	68	752	39		Swoosh Multislash Kasap Gust Slash Mercurial Thrust Oomph	steel broadsword seed of wisdom (rare)	125 Bird Brain 174 Attack Boost 202 Fizzle Ward
152	LIQUID METAL SLIME	C		1	12	255	74	999	255	152	30072	40		Frizzle	seed of agility seed of defence (rare)	108 Bombardier 180 Agility Boost 199 Dazzle Ward
155	GRYPHON	C		15	182	144	174	112	196	238	1070	98		Dazzle Gust Slash	antimagic powder special medicine (rare)	87 Antimagic 183 Wisdom Boost 194 Abiliterator Ward
164	FIREBIRD	B		18	195	32	180	140	165	115	923	40		Fire Slash Fire Breath	Yggdrasil dew razor claws (rare)	52 Sizz & Tap 180 Agility Boost 196 Fire Breath Ward
165	MAGMALICE	B		20	210	48	196	186	55	36	1043	50		Frizzle Fire Breath	rockbomb shard seed of defence (rare)	91 Bolsterer 177 Defence Boost 193 Donk Ward
166	LETHAL ARMOUR	B		22	182	38	170	196	154	188	755	25		Kasnooze	battleaxe	114 Cold Sleep 183 Wisdom Boost 199 Dazzle Ward
167	PHANTOM SWORDSMAN	B		22	196	39	188	156	210	104	684	55		Singeing Slash Mysterian Mauler	zombiesbane elfin elixir (rare)	37 Woosh & Zam 174 Attack Boost 195 Blade Blunter Ward
168	SKELETON	B		17	201	10	183	170	166	99	842	45		micheal	sage's elixir	77 Healer 174 Attack Boost 200 Poison Ward
169	DARK SLIME	B		18	148	30	155	136	118	66	605	30		Zammle Hocus Locust	"Neutral Ground" metal ticket (rare)	105 Muspell 183 Wisdom Boost 191 Zam Ward
170	TYRANTOSAURUS	B		24	267	52	198	154	98	84	1090	99		Inferno Helm Splitter	giant wrench	99 Guerrilla 174 Attack Boost 197 Ice Breath Ward
175	GRIM RIDER	B		23	209	15	170	183	200	36	916	65		Baffling Bonk Midheal Kazing	holy lance	100 Assassin 174 Attack Boost 202 Fizzle Ward
181	MIMIC	B		18	256	34	168	153	146	82	1108	76		Sweet Breath	machine parts special medicine (rare)	113 Nightmare 177 Defence Boost 212 Dim Ward
182	ARCHDEMON	B		25	426	98	206	161	150	124	1406	115		Boom Sap Kafizzle	pitchfork mage's scroll (rare)	1 Frizz & Bang 183 Wisdom Boost 206 Inaction Ward
184	DARK SLIME KNIGHT	B		20	196	28	164	180	170	37	658	33		Zammle Shadow Slash	woodsman's axe	76 Dark Knight 174 Attack Boost 208 Sleep Ward
191	FRIGHT KNIGHT	B		18	188	30	178	168	103	30	908	85		Chilly Breath Blizzard Slash	headsman's axe	67 Firewind Slashes 174 Attack Boost 213 Magical Sabotage Ward
194	DRAKULARGE	B		25	583	80	216	204	115	104	1490	80		Psyche Up Inferno	gold nugget	72 Boom Boxer 174 Attack Boost 203 Gobstopper Ward
197	GIGANTES	A		20	785	18	258	78	50	37	3480	14		Hatchet Man	oaken club "Brawn Over Brains"	90 Anti-metal 174 Attack Boost 205 Confusion Ward
199	DEMON-AT-ARMS	A		20	362	100	178	164	160	220	1299	102		Kacrack Multislash Helm Splitter	warrior's scroll	46 Crack & Zam 174 Attack Boost 209 Sag Ward

INTO THE DEPTHS

OBJECTIVE Find the Divine Battler.

NECROPOLIS IN DETAIL

The Necropolis is an underground labyrinth filled with stout monsters roaming a subterranean landscape that twists and turns back on itself repeatedly. Areas 01 and 02 are navigated just by following the circuitous route forced by the layout. The monsters here are tougher and higher-ranked than the monsters in almost all other places before, so hunting normal monsters here provides the EXP that metal slimes do elsewhere! Of course, the liquid metal slimes roaming here in area 02 and area 11 are the grand prize—you receive over *30,000* EXP to split between monsters by knocking one out! Liquid metal slimes have several times more HP than a normal metal slime, giving them more time to withstand a barrage and consequently more time to flee, so a little luck is required in snagging that EXP windfall. Pile on the pinballs, Anti-metal skill attacks, multi-hitting monsters, and metal/obsidian weapon strikes to take them out before they make haste away from battle. Liquid metal slimes even appear occasionally during your encounters with other monster species.



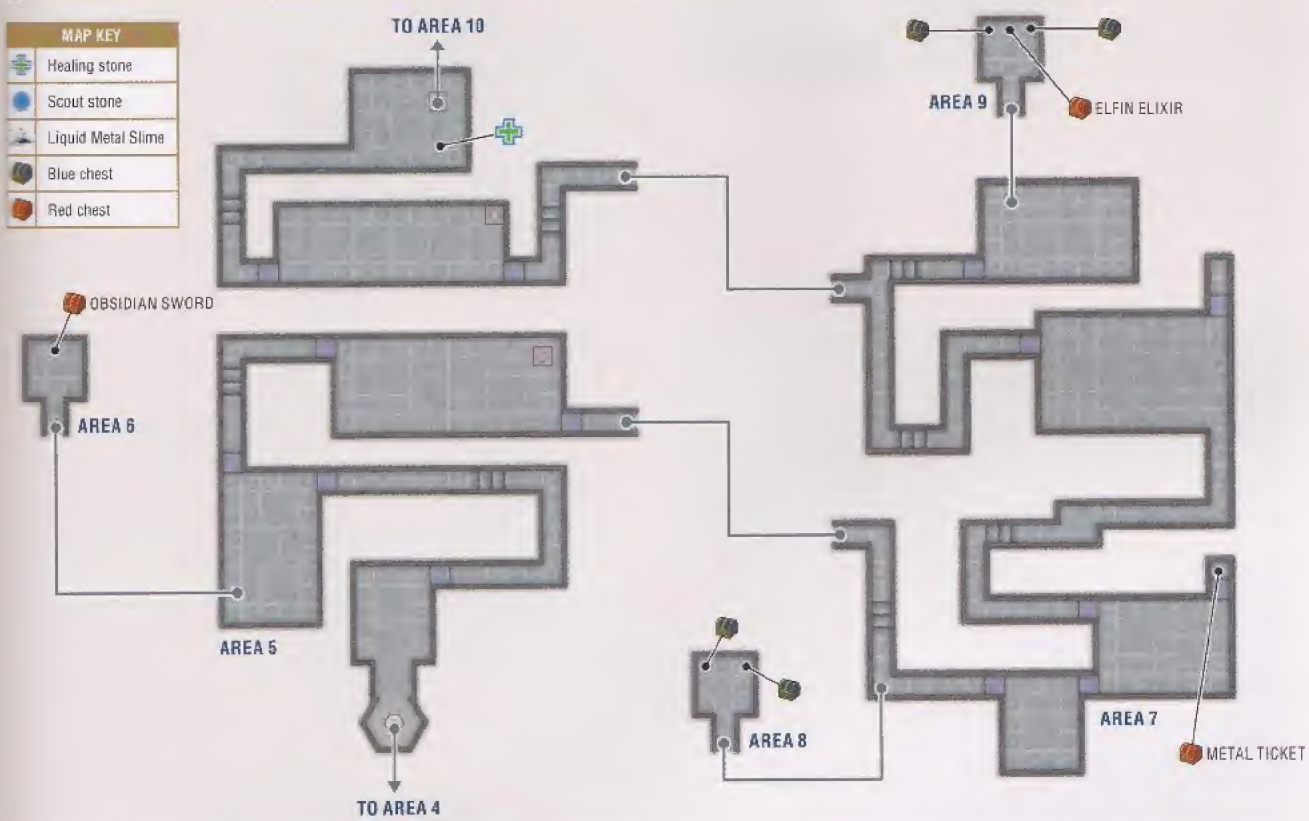
In area 03, the way forward is revealed when the scout takes a ramp down to the lower level courtyard. A teleporter is tucked away down there.

SCOUTING SKILL: VANISH

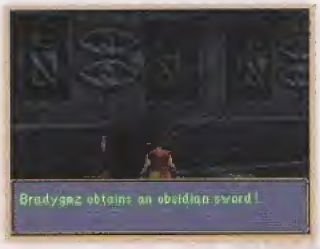
While revisiting Bemusoleum in the rain, you can acquire the Vanish Scouting Skill. This skill cloaks the scout, preventing monsters from seeing him. Combat can still be started, but it's on the scout's terms, since monsters won't even know to give chase. Vanish disappears after battle or after traveling to a new area, but it can be reapplied as needed. (No trek back to the *Albatross* is necessary to recharge Vanish.) This skill can be invaluable in the Necropolis, with its winding roads and numerous foes, or in helping the scout just explore previous regions without being unduly hassled. It's also great for sneaking up on metal monsters without them realizing it!

The Monster Mender

Area 04 features pathways that trace around a central, strange elevator shaft. The scout can hop from pathway to pathway using slides that appear to be made from projected light. The central elevator itself leads to area 05, but don't be so hasty to move on. Check the green teleporter near the elevator first to teleport back to a blocked section of area 03 that contains a new tool, the Monster Mender! This Scouting Skill shows up as a new icon on the bottom-right of the menu. The Monster Mender revives every monster while filling HP and MP, and it can be used up to three times in between trips back to the Albatross! *A lot of resource headaches just disappeared, and it couldn't have occurred at a more convenient time.*



Long corridors patrolled by lumbering lethal armours and tyrantosauruses mark the way here. Big colored slabs of stone fill entire hallways, but they can be opened like any door. A few doors, marked on the maps here, are hidden! Behind these doors lie several treasure chests, so it's worth taking the time to detour to the small hidden rooms adjoined to areas 05 and 07. The most important one doesn't require a detour, though—find the path to the obsidian sword in the southwest corner of area 07.



This sword is super strong and virtually assures hits against metal targets.

Enemies here are tougher than ever, including the drakularge and its powerful Inferno spell. However, the only monsters that will actively try to rush down the scout to start combat are the skeletons and the phantom swordsmen, so don't be too scared when navigating rooms filled with wall-to-wall tyrantosauruses, archdemons, and gigantes! Later on, after you have found the Zip Portal and there are more options for getting around the Necropolis easily, this is one of the most excellent and most intense sections in which to level up monsters and scout new ones. The first time through, though, it's best to press on and at least get to the Zip Portal first, rather than risking depletion of the party prematurely.

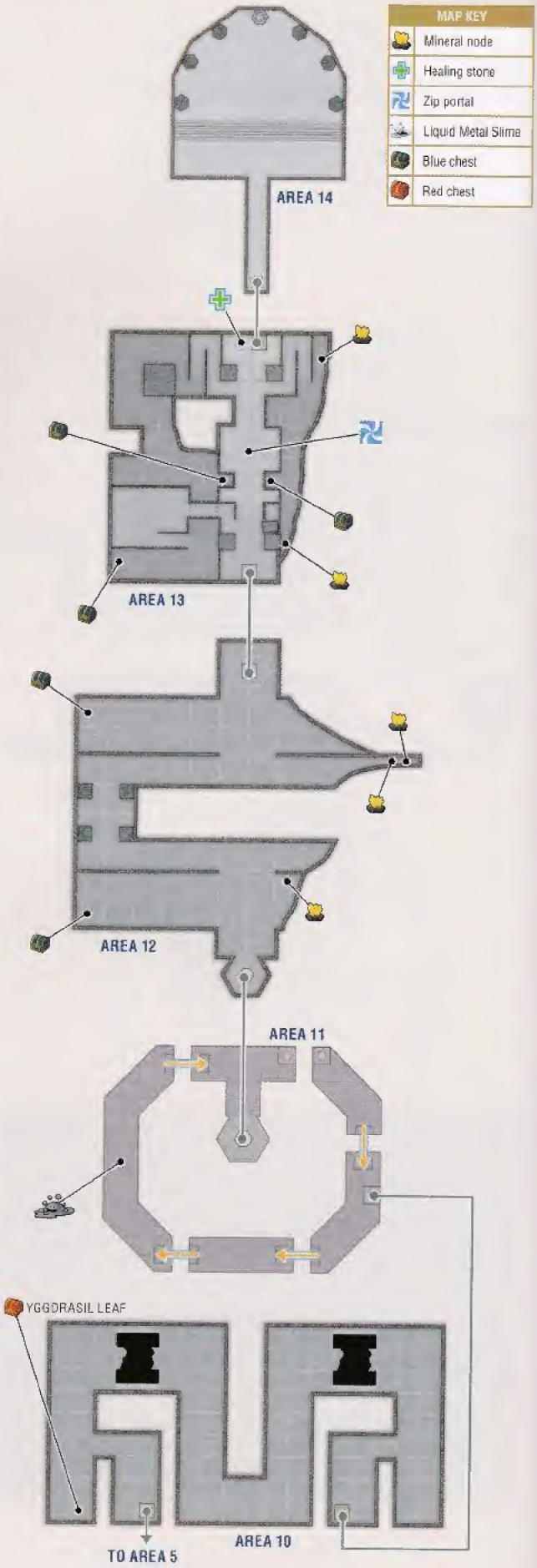
There's a Healing Stone just before the teleporter leading from area 05 to area 10. This is a good chance to rejuvenate all monsters for free, without using items or MP or other abilities.

Ranking Up

As in previous regions, the appearance of new monsters here opens up new branches on the tree of synthesis. The opportunity to start producing A rank monsters from the (hopefully) B ranks in the party before ultimately results in a much stronger stable.

Scouting here is tough as it comes, with most monsters usually returning a single-digit percentage result on cold scouting attempts, even facing down powerful allies. Use spells like Oomphle to boost the attack potential of allies and employ abilities like Helm Splitter to reduce the defence of the desired monster (without knocking it out, of course). Putting the monster to sleep or otherwise immobilizing it can help, as well. Most of scouting success is derived from the allied party's attack against the scouting target's defence. Influence that, and the scales of scouting can be tipped a little more favorably toward the scout. Finally, level matters, too... High attack ratings or not, monsters that are far lower in level than an intended target are probably just not going to cut it for scouting.

Failed scouting attempts in which the monster takes offense simply become opportunities to win a battle for EXP, which one can never have too much of. So don't get disappointed if a monster eludes capture many times in a row... The battles on the road to its successful capture result in a stronger group of monsters anyway.



Gigantes roam the areas 10 through 12 just as casually as lesser creatures. In area 13, the diabolical demon-at-arms phases in and out of existence at several different points on the top floor. This ethereal beast is the subject of Marsha's highest-level Monster Scout Proficiency Test—the scout must present a demon-at-arms, whether by scouting or by synthesis. Demon-at-arms (and the gigantes found here and elsewhere) is an A rank monster. This area also houses the Zip Portal and another Healing Stone. If there are preparations to make, do them now, and save the game before moving on…

EXP Farming: gigantes and demon-at-arms, proficiency tests, getting ready for the end

It's no coincidence that the Zip Portal in the Necropolis leads to area 13. This room is basically a proving ground for battles to come. It naturally provides for a number of needs at this point. Although it will probably be tough and require several tries, scouting at least one demon-at-arms and a gigantes is highly recommended. The demon-at-arms allows all of Marsha's tests up until now to be cleared, and both monsters can make excellent party members, or great fodder to synth A rank monsters that are unavailable in the wild!

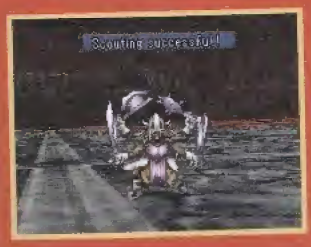
MONSTER SCOUT PROFICIENCY TEST

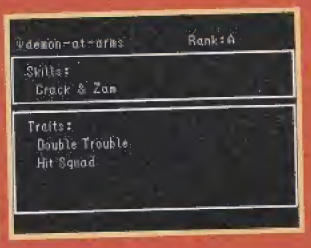
CHALLENGE NUMBER	REQUIREMENT	REWARD
10	Present a demon-at-arms.	Warrior's scroll

This serves as kind of a test. If friendly monsters aren't buff enough to comfortably handle scouting attempts and battles against demon-at-arms and gigantes, then these monsters are definitely not ready for the challenge up ahead in area 14. Keep trying to scout these two prized catches (along with anything else in the Necropolis—seriously, every monster here can open up some great synthesis pathways!), and take the EXP gained along the way as a bonus. Both demon-at-arms and gigantes can be rendered mostly non-threatening simply by casting Kabuff.

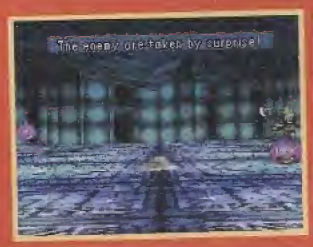
Meanwhile, if missing lynx and wormonger still roam free in Doubtback and Treepidation, gigantes and demon-at-arms serve as a solid test there, too. If the alpha monsters here are manageable, feel free to go challenge those regional overlords in their dens while they sleep. (Confronting them head on while they actively roam their territories, on the other hand? Still an impossible proposition! And those gigantic monsters cannot be scouted. Or, at least not yet…)

The entity ahead is tremendously powerful, making pale shadows of any threats faced before. With so much possibility and flexibility with how parties can be constructed, and from which monsters and at what levels and ranks, it's hard to peg a minimum point for facing the Divine Battler. But as a conservative minimum, a well-rounded party of synthesized, rank A+ monsters in at least their early-to-mid-20s is recommended. With monsters of lower rank, considerably higher levels may be needed—even a very strong party of rank B monsters in their mid-30s may find difficulty against powerful, unprecedented attacks like Lightning Storm.





A demon-at-arms takes two turns per round if it is not specifically given orders… Use the warrior's scroll from Marsha to teach a demon-at-arms the Warrior skill then master it for the Master of Weapons trait. Now, equip demon-at-arms with a miracle mallet, set its tactics to Don't Use MP, and refrain from giving it specific orders. Soon enough, you've created a monster that attacks enemies six times per turn on autopilot, while healing itself for as much as 200 HP!



Some major upgrades to the main party may be needed in order to proceed, but luckily, this is just the place to do it.

BUILDING A BETTER ARSENAL

There are plenty of blue treasure chests around the Necropolis. Occasionally as the scout is adventuring in this ancient tomb, building up allies and scouting new ones, the party becomes worn out. Drained of MP and out of Monster Mender uses. This is the time to Zoom back to the *Albatross*. There, not only is everything restored, but all the blue treasure chests in the Necropolis are reset as well! Be sure to check convenient blue chests on each "lap" back through the Necropolis, and soon, you can deposit enough machine parts into the *Albatross*'s Item Vendor in total to unlock incredible, previously unique weapons for regular purchase, like the obsidian sword and the miracle mallet! It's difficult to have collected and deposited too many machine parts. For now, you can deposit up to 23 machine parts. Eventually? Up to 162 ..

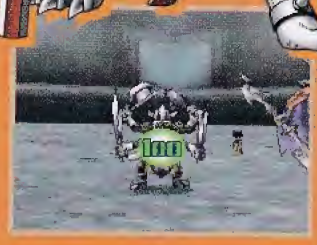
? MALEVOLYNX

? MONSTER FAMILY | ? RANK

The scariest thing about this enemy is his sheer damage output. If he decides to use Lightning Storm, every friendly monster is likely to take 150~200 damage or more. Multifists or plain-old physical attacks also let him dish out the pain, hitting everyone at once. He can also take up to two actions per turn, meaning he can have a turn that looks like: stomp on everyone, then use Lightning Storm.

The solution is to bring along buffing allies that can augment the party to keep damage as manageable as possible, and take along healer allies that can repair damage after it happens and heal the others. At the very least, Kabuff is a requirement. After that, Kaping and Magic Barrier can also help to keep monsters healthy. At least one party member should be able to focus on healing exclusively if needed, and against Malevolynx, stuff like Midheal is not going to cut it. Multiheal is needed at a minimum to keep up with the Divine Battler. He can also potentially paralyze the entire party with War Cry, with obviously devastating results. Having monsters present that can remove status ailments is also crucial.

If any members that can use a miracle mallet are along for the ride, that can simplify things greatly. This hammer, received earlier in the Monster Scout Challenge (and also available from the item vendor on the *Albatross* once enough machine parts are deposited), absorbs half the damage it deals, up to a limit of 100 HP. At this stage, any competent monster backed by Oomph(le) and using a miracle mallet is practically assured of being healed 100 HP per turn just for attacking.



It's not just as simple as buffing and going at it, though, as Malevolynx can wipe out all the buffs at once with Disruptive Wave! He'll do this often, and the only thing that can be done is to simply re-apply those buffs. At least Kabuff is easy on the MP, but watch the supply of monsters using Oomphle and other, more costly buffing spells. The most dangerous thing that can happen with Disruption Wave is if Malevolynx uses it first during a turn, then immediately follows with Lightning Storm or a full-party physical strike. Recovering afterward might involve having to use items as well as spells and abilities to heal, re-buff, and possibly revive any casualties.

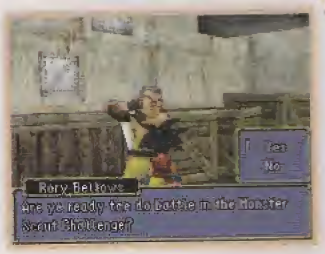
In addition to having your party use Oomphle, note that Malevolynx is susceptible to having his defence reduced with Helm Splitter and the like.

HP	MP	ATT.	DEF.	AGIL.	WIS.	EXP	GOLD	SCOUT
?	?	?	?	?	?	?	?	?

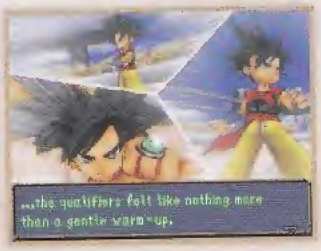
SPELLS & ABILITIES: War Cry, Lightning Storm, Bounce, Disruptive Wave, Multifists
TREASURE: —
TRAITS: Hit Squad, Tactical Genius, Grand Slammer

LV ?

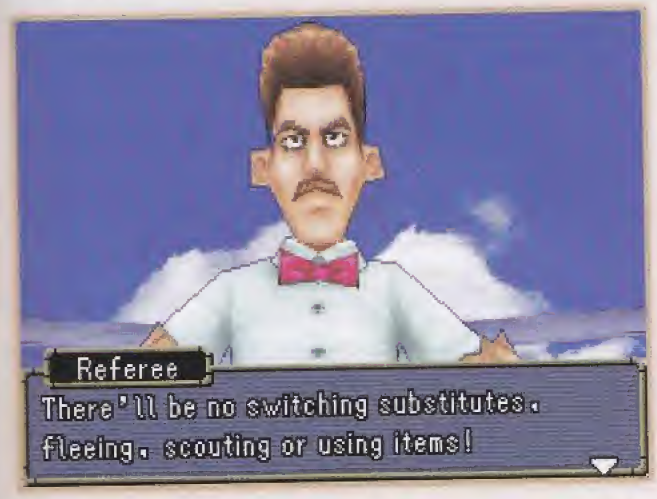
After the scout has defeated Malevolynx, many secrets and surprises await. After learning many new things in the Necropolis and the Arena, it's time to return to the *Albatross*. Here, speak to Rory to finally head to the Monster Scout Challenge our stowaway scout was shooting for at the very beginning! The only thing that matters before setting out is the monsters in the main party, so place the most powerful monsters available (along with at least one healer) in the main party, and then head on out.



MONSTER SCOUT CHALLENGE FINALE



The preliminary rounds of the Monster Scout Challenge are formalities—the scout and his monsters are so powerful to come this far that playing them out isn't necessary. And after coming so far and growing so much, it's only fitting that the opponent in the finals is who it is.



As before, the ONLY thing a monster scout can do in the Monster Scout Challenge is change the tactics of monsters on the field. No items, no orders, no substitutes!

Having a healer along is vital, as the only thing the scout can really do to influence the battle, apart from setting tactics, is picking the finals team in the first place. Having a monster along that uses Multiheal or Omniheal in dire situations is invaluable against the damage output of these two bruisers. But, apart from that, it's mostly a matter of just enjoying the show. If the party was capable of taking out Malevolynx, these two should fall easily enough, as well.

After winning in the finals, enjoy the ending sequence and the credits. The game is over!

Wait, IS the adventure over? No, it isn't! Save the game when prompted post-credits, and load the save for more scouting exploits! The adventure isn't over by a long shot...

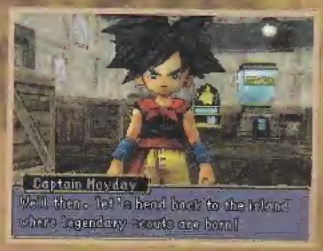
Atlas is basically a gigantes, but mumboh-jumboe is a boss in his own right, capable of multiple attacks per turn against the whole allied party.

POST-CREDITS AND THE DARK WORLD

With the Necropolis cleared, the story is complete! Or is it...? Actually, even though the credits just rolled, there is still plenty to see and to do.

In a nutshell:

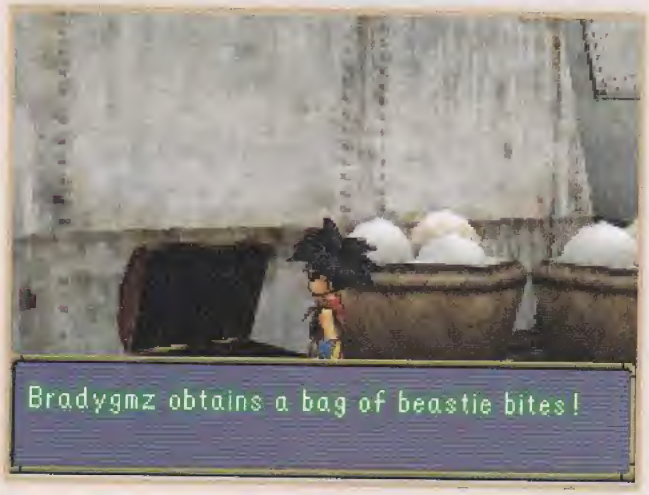
- *The Albatross has new features, thanks to beastly crew additions.*
- *There's a new tournament in the Arena, and Marsha has new tests, too.*
- *Leonyx offers a rematch. Triumph, and he opens the way to a new region, the Dark World... And that hellish region itself offers access to the halcyon Land of Light.*
- *Thanks to Leonyx, giant monsters are now fair game for scouting. Watch your back, wormonger.*
- *Other happenings are afoot, as well... An otherworldly seemingly divine or extraterrestrial family of monsters, the Incarni can now be found in the right places. And the old man Eugene has found within himself renewed vigor, and he wanders the countryside looking for monsters and challenges. Meanwhile, there are rumblings from the cave mid-way up the slopes of Cragravation...*



THE RETOOLED *ALBATROSS*

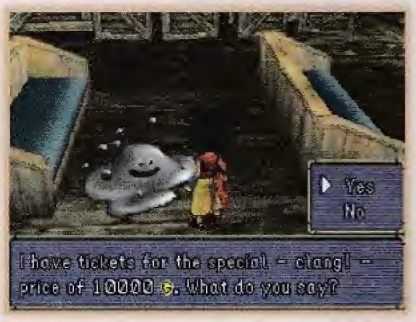
This time, the *Albatross* lands under its own power, rather than being forced to crash.

The crew soon leaves for the Arena in Doubtback, excited for a new Monster Scout Challenge event. With the human crew gone, friendly slimes take over the manning (or sliming?) of the ship.



The captain's treasure chest on the bridge is finally unlocked, and you can find beastie bites inside. This new disposable item increases the odds of scouting success by 10%.

A blue slime near the item vendor can advance time whenever desired. If it's day, the slime can make it night, and vice versa. Nearby, among the benches, a liquid metal slime sells metal tickets to access the metal menagerie for 10000G a pop!



Item Vendor Expansion

Rory has updated the item vendor, and all kinds of new weapons and items are available. The catch, of course, is that the machine requires much more raw material to make the new and improved weapons, so many more machine parts must be dumped into the receptacle to access the new spoils. Machine parts need to be deposited by the dozens to access the upper tiers of tools.

Since the boss-type creatures reappear after the credits, tentickles are also regenerated in Unshore. Defeat all the tentickles for easy guaranteed machine parts, then "cycle" the khalamari by either defeating it or scouting and synthesizing it to regenerate the tentickles. Apart from that, seek out machine parts just as before, in blue treasure chests and after battles with certain monsters. The list for item tiers prior to these is available in the Albatross *chapter.*

AVAILABLE AFTER DEPOSITING *34* MACHINE PARTS

NAME	DESCRIPTION	PRICE
Multi Medicine	Restores 30 HP to all allies.	600
"Neutral Ground"	Lures +/- monsters into battle. The effect wears off after the battle.	3150
wizard's shilling	Increases all allies' resistance to enemy magic.	960
silver broadsword	Attack +62	980
hunter spear	Attack +40 / Rather effective against beasts (1.05x damage). Makes critical hits easier to land.	4400
battleaxe	Attack +52	6700
giant wrench	Attack +49 / Increases defence by 13.	7300
chain whip	Attack +36 / Deals damage to all enemies.	4000
steel claws	Attack +43 / Increases agility by 26.	5500

AVAILABLE AFTER DEPOSITING *52* MACHINE PARTS

NAME	DESCRIPTION	PRICE
"Life in the Fast Lane"	A book that bestows the Agility Boost skill.	2000
"Knowledge is Power"	A book that bestows the Wisdom Boost skill.	2000
zombiesblight	Attack +67 / Effective against the undead. (1.15x damage)	10000

AVAILABLE AFTER DEPOSITING *78* MACHINE PARTS

NAME	DESCRIPTION	PRICE
"Brawn Over Brains"	A book that bestows the Attack Boost skill.	2000
"Duck and Cover"	A book that bestows the Defence Boost skill.	2000
dragonsblight	Attack +72 / Effective against dragons (1.15x damage).	11200
dragon lance	Attack +45 / Rather effective against dragons (1.05x damage).	6400
forester's axe	Attack +60 / Effective against beasts and naturalists. (1.15x damage)	8200
marauder's maul	Attack +80 / Increases defence.	25000
dragontail whip	Attack +42 / Deals damage to all enemies.	6700
metal talons	Attack +51 / Highly likely to land a hit against metal monsters. Increases agility by 29.	7200
staff of darkness	Attack +47 / Increases wisdom by 38.	4000

AVAILABLE AFTER DEPOSITING *114* MACHINE PARTS

NAME	DESCRIPTION	PRICE
"The Healing Touch"	A book that bestows the Healer skill.	3000
"Secret Sorcery"	A book that bestows the Mage Aid skill.	3000
zombie slayer	Attack +81 / Highly effective against the undead (1.2x damage).	17000
giant's sword	Attack +90	30000
halberd	Attack +57	7100
king axe	Attack +81	16000
spiked steel whip	Attack +48 / Deals damage to all enemies.	9200
gryphon talons	Attack +77 / Raises agility by 40.	12000

AVAILABLE AFTER DEPOSITING *162* MACHINE PARTS

NAME	DESCRIPTION	PRICE
seed of skill	Allocates 3 skill points to a single ally.	1000
"Head Over Heals"	A book that bestows the Cure-all skill.	5000
dragon slayer	Attack +86 / Highly effective against dragons (1.2x damage).	17500
hero spear	Attack +82	16500
ranger's axe	Attack +90 / Highly effective against beasts and naturalists. (1.2x damage)	39000
warlord's hammer	Attack +58 / Occasionally crushes foes in a single blow.	17000
scourge whip	Attack +58 / Deals damage to all enemies.	18800
sacred talons	Attack +84 / Highly effective against demons. (1.2x damage) Increases agility by 30.	34500
sage's staff	Increases wisdom by 46.	7500

NEW CHALLENGES AND GIANT MONSTERS

Head to the Arena to see what the fuss is about, and the scout soon receives some interesting news from Don Mole. Yet another tournament is about to begin, but not quite yet. In the meantime, a certain towering someone waiting back at the end of the Necropolis wants a word...

After the scout speaks to Leonyx and returns to Don Mole, the True Monster Scout Challenge is ready for entry! In the chamber adjacent to Don Mole, Marsha also offers new Monster Scout Proficiency Tests.

Upon the scout's arrival, Leonyx imbues the scout ring with even more power. The scout ring now allows the scouting of giant monsters!

Leonyx also offers a rematch with the real him, now that he's no longer addled by corruption. This battle is certainly on the itinerary, but it's probably a little premature to attempt it right away. Winning the battle opens the way to the Dark World...

Marsha's Final Exams

After the credits and the return to the island, Marsha has two final Proficiency Tests to run.

40. Scout Test Memo 11

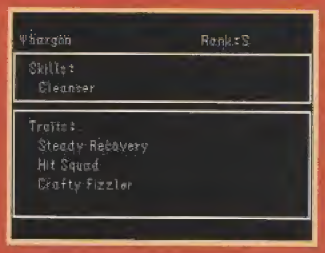
For Monster Scout Proficiency Test Level 11, the challenge is to bring back a giant monster.
Just present a monster like a bjorn or a khalamari to pass the test.
Use traits like Psycho or spells like Oomph to boost your chances of scouting success.

CHALLENGE NUMBER	REQUIREMENT	REWARD
1	Present Marsha a healslime.	strong medicine
2	Present a synthesized monster that has inherited the Healer skill.	seed of magic
3	Synthesize a jargon.	magic elixir
4	Synthesize a boreal serpent.	panacea
5	Present a Hades condor.	Oomph powder
6	Present a slime stack with the Cure-all skill.	Yggdrasil leaf
7	Synthesize a demonrider.	"Think Negative"
8	Synthesize a grim rider with the Fortifier skill.	"The Secrets of Sorcery"
9	Synthesize a monster with the Defence Boost II skill.	Minus sceptre
10	Present a demon-at-arms.	Warrior's scroll
11 (New!)	Present a giant monster.	Synthesis recipe in Scout's Handbook
12 (New!)	Present a hargon.	Synthesis recipe in Scout's Handbook

Marsha's Final Exams continued

Marsha's eleventh task requires the presentation of any giant monster. The easiest to get is wormonger, but any will do. Not until now has it even been possible to consider giant monsters as scouting targets, so there's some work to do taming the first of these big baddies.

Marsha's twelfth task involves presenting a hargon. Snagging a hargon to show Marsha requires some serious scouting gymnastics, one way or another. A hargon is the result of synthesis between a dhuran and a dierantula.



Acquiring a dhuran requires fusing a demon-at-arms with either a living statue or a dancing flame.

A dierantula is gained from synthesis between a wormonger and a gripevine. You can also frequently find (and thus scout) dierantulas on the final winding slopes near the summit of Cragravation.

However, the last Proficiency Tests don't reward prizes directly after their completion. Instead, synthesis tips are placed into the Scout's Handbook. Test 11 reveals lineage synthesis—synthesis in which the species of the grandparents matter, instead of the parents! Test 12's reward also hints at another route to monsters more powerful than any seen before, but the tip can't be put to use until well into the Dark World.

SCOUTING GIANT MONSTERS

With the newly enhanced scout ring, you can finally scout giant monsters. This applies to the regional kinds like wormonger, missing lynx, bjorn, Empyrea, and khalamari! Whereas most monsters take up one slot, and medium monsters take up two team slots, giant monsters take all three slots.

Wormonger rests at night in the deepest cave of Treepidation. Engage it by stepping into its maw while it slumbers.

Missing lynx rests during the day in its den in Doubtback. The scout must defeat the tall tail of the missing lynx before facing the missing lynx itself. The game cannot be saved in the missing lynx's den; in order to repeatedly attempt to scout the monster by resetting the system, the game must be saved in an adjacent zone.

Lure bjorn to attack by lighting the bonfire found at the northeasternmost point of Iceolation.

Seek out Empyrea at any time at the summit of Cragravation.

You can encounter khalamari at any time in the deepest trench of Unshore. The tentickles of khalamari stretch throughout the region, acting as its sentries.

Some giant monsters can only be fought and scouted at certain times of day, so use the blue slime aboard the *Albatross* to advance time if necessary when hunting certain beasts.

As against other difficult-to-scout monsters, the key to increasing the chances of scouting success versus giant monsters is to boost allied attack as much as possible (like with strong monsters using good weapons and Oomphle, and boosting repeatedly with Psyche Up). It's also helpful to lower the scouting target's defenses (with defence-impairing abilities like Helm Splitter or Wave of Panic, or enfeebles such as sleep or paralysis). Other than that, it just takes a little bit of luck (and maybe a handful of beastie bites!).

If a giant monster takes offense at a scouting attempt, the scouting opportunity is lost, and the boss must be defeated. This also means it won't be around for another attempt right away, so use the blue slime to skip time forward a day for another go. Alternatively, save the game near the boss just before starting a boss-scouting attempt. If the boss takes offense at a scouting attempt, then restart the system, reload the save, and try again immediately. This kind of approach can assure eventual success against any scouting target, even if the percentage for each try is pitifully low.

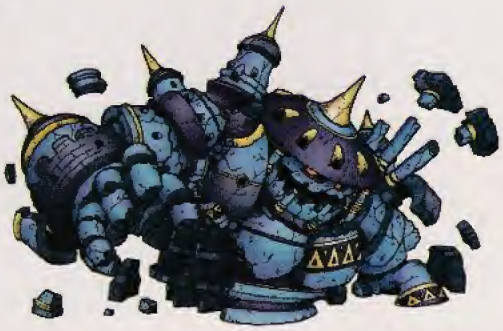
A defeated boss usually won't show up for a day. However, if the boss is successfully scouted, it won't show up again *ever*—until the scouted specimen is fused with another monster in synthesis! Only then does the boss reappear in the wild, ready to be fought and scouted anew.

This is most important to keep in mind when trying to synthesize boss monsters with each other. If the desired parents are acquired but they are both the same polarity, synthesis is impossible. Here, one of them may as well be synthesized just to do it, so that another specimen can be acquired (this time hopefully of opposing polarity).

Using boss monsters for synthesis is one of the ways to break through beyond A rank. First, seek out and scout wormonger, missing lynx, bjorn, and Empyrea, and level each specimen to at least lv10. Then, fuse them in pairs to produce two A rank monsters. The immediate boss synthesis results aren't different than monsters already available (heligator, buffalogre, and gigantes), but these monsters are a means to an end rather than permanent party members. Fuse the two A rank monsters produced by the four bosses, and the result is an X rank orochi!

The bosses have great, unique skills that can be passed to other creatures. As an example, when doing the suggested "grandparents" lineage synthesis above, make sure the Empyrea skill is passed forward to the resulting orochi, which should also have its own Orochi skill (and then a couple of buffing skills, like Wisdom Boost III and Attack Boost III). The resulting monster, sufficiently leveled, can basically take on the rest of the content in the game almost by itself! And there are stronger monsters still. This is just the first of the *really* ludicrously strong creatures.

When fusing pairs of bosses, be sure to either equip the Plus or Minus sceptre as appropriate for the second pair to insure that the offspring have opposing polarities and are thus compatible with one another. It's a pretty big waste of time to hunt down the first four bosses, then fuse them all only to end up with incompatible children!



THE TRUE MONSTER SCOUT CHALLENGE!

There are so many Monster Scout Challenges and so many "real" ones that it's almost hard to keep up. But apparently, this is the real one. Or, the realest one, now. In any case, the scout has to battle through five rounds in order to prevail. The opposition should be extremely familiar...

As with previous Monster Scout Challenges, no specific commands can be issued and no substitutions can be made. Battles must be won through effective party makeup, equipment, and tactics.

To begin the challenge, speak to Don Mole. After the first three rounds, you have a chance to save, rest, and regroup before the finals.

QUALIFIER 1

300G reward

#	MONSTER NAME	RANK	LVL
137	RESTLESS ARMOUR	C	25
224	ROSEGUARDIN	A	28
166	LETHAL ARMOUR	B	25

QUALIFIER 2

500G reward

#	MONSTER NAME	RANK	LVL
178	ETHEREAL SERPENT	B	32
208	BALHIB	A	32

QUALIFIER 3

2000G reward

#	MONSTER NAME	RANK	LVL
160	MAGIC SLIME	B	33
269	TEENY SANGUINI XY	S	27
67	GOODYBAG	E	28

FINALS 1

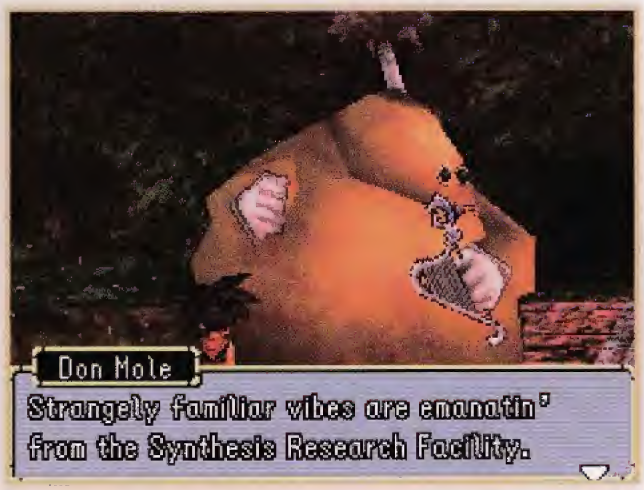
1000G reward

#	MONSTER NAME	RANK	LVL
265	RUIN	S	35

FINALS 2

3000G reward

#	MONSTER NAME	RANK	LVL
283	DR SNAPPED	X	40
307	ACE OF SPADES	???	40

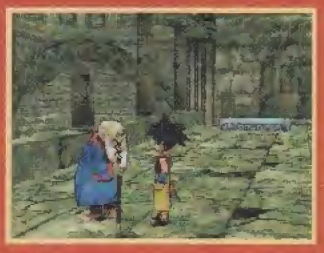


After the finals, the scout is crowned champion of the Monster Scout Challenge yet again! As reward, Don Mole hands over 10 bags of beastie bites. Used on a target in battle, beastie bites increase the odds of scouting success by 10%. In addition to bequeathing the bites, Don Mole also directs the scout toward the adjacent chamber...

Eugene Poole, Fledgling Monster Scout?

Here, among the books, is a familiar spirit. It turns out Eugene has gone wandering, inspired to become a scouting legend in his own right. It seems an old dog can learn new tricks.

Eugene wanders between regions; to find him, search near the Zip Portal in each region (with the exception of the Dark World). At any given time, he's woolgathering near one of the Zip Portals and waiting for a serious challenge. (Eugene can also sometimes be found in the northwest corner of the field just outside the Albatross.)



Eugene's monsters are incredibly strong, even for their level (and their levels aren't too shabby). Almost all of Eugene's monsters have HP in the thousands, even if each particular species normally doesn't. His only "low HP" monsters are metal slimes, which make up for it by being nearly invincible. The huge HP pools make battles against the old man's parties boil down to endurance contests. At least it isn't like the Monster Scout Challenge, and any commands can be issued… But then, Eugene's monsters are much stronger than anything in any Monster Scout Challenge.

Each time Eugene is defeated, the scout has a chance to gain a monster from Eugene's own collection, and Eugene then relocates and begins training more powerful monsters. You can find and defeat Eugene up to five times. Eugene is the first challenge that truly forces the scout to develop monsters leveled beyond the initial cap of lv50.

FIRST EUGENE ENCOUNTER

#	MONSTER NAME	RANK	LVL
2	KOMODO	F	42
71	GREEN DRAGON	D	42

SECOND EUGENE ENCOUNTER

#	MONSTER NAME	RANK	LVL
18	KILLERPILLAR	F	55
226	GRIPEVINE	A	55

THIRD EUGENE ENCOUNTER

#	MONSTER NAME	RANK	LVL
216	GRACOS	A	68
71	NIGHT CLUBBER	S	68
28	CONKLAVE	F	68

FOURTH EUGENE ENCOUNTER

#	MONSTER NAME	RANK	LVL
213	RIPTIDE	A	80
252	ALABAST DRAGON	S	80

FIFTH EUGENE ENCOUNTER

#	MONSTER NAME	RANK	LVL
1	SLIME	F	99
219	ULTRA SLIME	A	99
90	METAL SLIME	D	99

If Eugene's monsters are way too strong initially, that's to be expected. Quite a lot of monster leveling and synthesis is required to build a party ready to take on Eugene's pets head-on. Thankfully, the Dark World, and more specifically the Land of Light hidden deep in the Dark World, is the perfect place to develop monsters quickly.

THE INCARNI

A species of monster exists that can be thought of as almost extraterrestrial, or even extradimensional. The Incarni evolve along different synthesis lines than other monsters, and they do not belong to a traditional family or carry a traditional rank. The scout can access the gateway between their world and the island through strange circular glyphs that hover at various spots throughout the island.

An encounter with the Incarni is triggered when the scout finds and interacts with one of their glyphs. Win the battle, and you earn a special tome that teaches a unique skill. Find the glyph again, and the Incarnus changes into a superior form for another battle. You can encounter and defeat the Incarnus up to four times; defeat its fourth and final form, and the scout can take possession of his own version of the Incarnus from the field just outside the *Albatross*!

TREEPIDATION AREA 10

DOUBTBACK AREA 7

ICEOLATION AREA 10

CRAGRAVATION AREA 9

UNSHORE AREA 2

BEMUSOLEUM AREA 11

FIRST INCARNUS ENCOUNTER

#	MONSTER NAME	LVL
302	DIAMAGON ACE	50

SECOND INCARNUS ENCOUNTER

#	MONSTER NAME	LVL
305	CLUBOON ACE	50

THIRD INCARNUS ENCOUNTER

#	MONSTER NAME	LVL
304	HAWKHART ACE	50

FOURTH INCARNUS ENCOUNTER

#	MONSTER NAME	LVL
303	WULFSPADE ACE	88

The various forms of the Incarnus are tough, no doubt, but they are not as powerful as Eugene's rough beasts, and there's only one of them at a time. Even though the fourth form is lv88, its power is comparable to earlier forms, so don't be off-put from giving the fourth form a try once you've dealt with the first three. The baby Infantus received as a reward is well worth it. This unique life form can be developed into one of the strongest and most versatile monsters.

The reward for clearing all four forms is found just outside the Albatross.

THE DARK WORLD

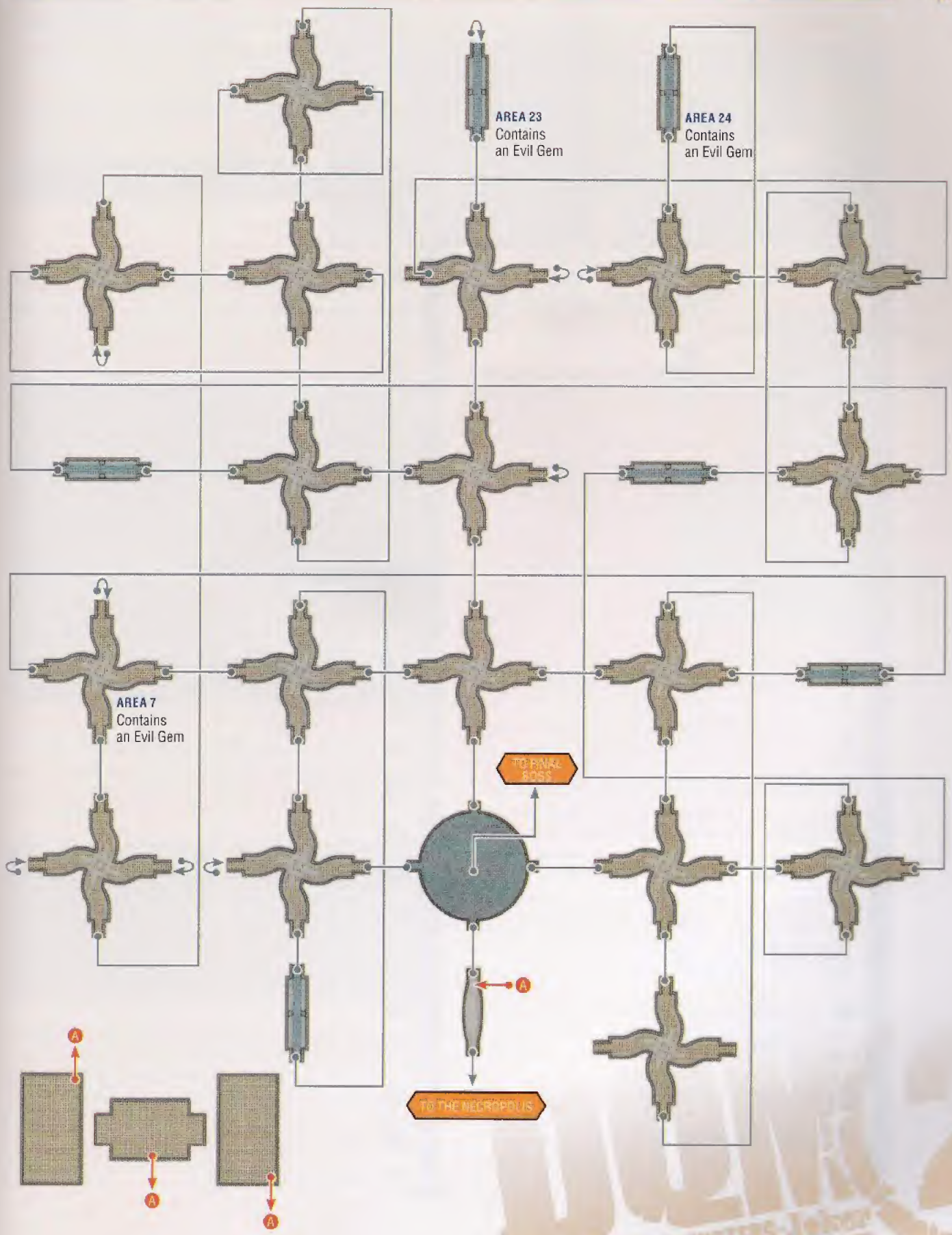
310 LEONYX

Leonyx can be fought in the Necropolis, free of the demons that weighed him down before. He remains a formidable opponent, but monsters that were strong enough to defeat the True Monster Scout Challenge should be able to defeat him here.

By now, the strategies required to defeat him should be routine—keep defensive and offensive buffs active, reapply them quickly after Disruptive Wave, and stay healthy. In between all that, get in shots on Leonyx where possible.

Upon defeat, Leonyx opens the way to the Dark World, even further beneath and beyond the Bemusoleum and Necropolis.

AREA CONNECTIONS IN THE DARK WORLD



WILD MONSTERS IN THE DARK WORLD

The Dark World is a labyrinth of warped halls, and the monsters that may populate any given stretch of hallway are dictated by its arrangement. Four-way intersections contain different sets of monsters than straight hallways. The checkerboard pit areas found by falling through a vortex, as well as the gear area accessed beyond the central door, contain different monsters, too.

The diversity in the Dark World puts the entire rest of the island to shame. A new wealth of previously unseen specimens, some of A rank or better, leads to many new synthesis possibilities.

#	MONSTER NAME	RANK	FAMILY	LVL	FOUR-WAY INTER-SECTIONS	STRAIGHT HALLWAYS	PIT	GEARS
1	SLIME	F		27	Yes	Yes	—	—
20	WAX MURDERER	F		30	—	Yes	—	—
24	ARGON LIZARD	F		23	Yes	Yes	—	—
25	HELL HORNET	F		23	Yes	—	—	—
42	DRAKE SLIME	E		22	—	—	—	Yes
57	SNAPDRAGON	E		26	Yes	Yes	—	—
67	GOODYBAG	E		30	—	Yes	Yes	—
68	IMP	E		31	—	—	Yes	—
72	TEENY SANGUINI	D		26	Yes	—	—	—
105	BEHEMOTH SLIME	D		28	Yes	Yes	—	—
106	RED DRAGON	D		37	Yes	Yes	—	—
118	HACKSAURUS	C		25	—	—	—	Yes
121	PUPPETEER	C		23	—	Yes	—	—
126	GREAT SABRECAT	C		34	Yes	—	—	—
130	WALKING CORPSE	C		30	—	Yes	—	—
131	SLIME STACK	C		29	Yes	Yes	—	—
141	JUMPING JACKAL	C		23	Yes	—	—	—
144	HEYEDRA	C		27	—	Yes	—	—
145	METAL DRAGON	C		37	Yes	Yes	—	—
152	LIQUID METAL SLIME	C		1	Yes	Yes	Yes	Yes
154	NOTSO MACHO	C		23	Yes	—	—	—
161	GREAT ARGON LIZARD	B		37	Yes	Yes	—	—
163	BEETLEBOY	B		23	Yes	—	—	—

#	MONSTER NAME	RANK	FAMILY	LVL	FOUR-WAY INTER-SECTIONS	STRAIGHT HALLWAYS	PIT	GEARS
166	LETHAL ARMOUR	B		23	—	—	—	Yes
167	PHANTOM SWORDSMAN	B		24	—	—	—	Yes
176	SOULSPAWN	B		34	—	Yes	—	—
179	GORERILLA	B		25	Yes	—	—	—
180	PINK SANGUINI	B		27	Yes	—	—	—
181	MIMIC	B		18	—	—	—	Yes
184	DARK SLIME KNIGHT	B		32	Yes	Yes	—	—
189	BOSS TROLL	B		34	—	—	Yes	—
196	HELIGATOR	A		37	Yes	—	—	—
198	LIVING STATUE	A		30	—	Yes	Yes	—
201	KING BUBBLE SLIME	A		33	Yes	Yes	—	—
202	GREAT DRAGON	A		37	Yes	Yes	—	—
205	KILLING MACHINE	A		30	—	Yes	Yes	—
210	NIGHT KNIGHT	A		37	—	Yes	—	—
211	METAL KAISER SLIME	A		1	Yes	Yes	—	—
221	MOOSIFER	A		34	Yes	—	—	—
223	GEMON	A		36	—	—	Yes	—
226	GRIPEVINE	A		35	Yes	—	—	—
232	PAZUZU	A		32	Yes	—	—	—
233	DIERANTULA	A		36	—	Yes	—	—
237	METAL KING SLIME	S		1	Yes	Yes	Yes	Yes
240	ATLAS	S		35	Yes	—	—	—
282	TRAUMINATOR	X		34	—	Yes	Yes	—

ANCIENT EVIL

OBJECTIVE Destroy the four evil gems, opening the way to confront Rigor Mortex.

At the center of the Dark World, more or less, is a freestanding door that is the portal to the goal. In order to open this door, the scout must smash four evil gems. One of these gems is located right at the beginning, so only three require a search. Two are found at the northernmost parts of the map, and one is found in the west.

The halls here don't always connect in obvious ways. Space itself is distorted in places, and some paths may trek the scout all the way around the level instead of directly into the adjoining room, like a rational person might expect.

Walk too far past the edge of the area in any given direction, and the path loops all the way around to the opposite side. For now, anyway... Vortexes in the floor can also appear, leading to an otherwise inaccessible pit if the scout falls through.

Once the scout has smashed all four gems, the door near the healing stone at the center opens. Passing through the door leads to a room filled with spinning gears and switches. In the room beyond that waits the boss of this ancient hovel, found in a room that contains another healing stone and a Zip Portal.

311 RIGOR MORTEX

Here is the dark lord of this strange place. Like most other giant monsters, Rigor Mortex acts multiple times each turn. Its normal attack is brutal enough, but it supplements this with hefty helpings of Cremate, C-C-Cold Breath, and Frizz Cracker. The harshest threat there is Frizz Cracker, which can deal out 600 damage or more. Winning this battle is mostly about having a plan to deal with Frizz Cracker—if the party can eat it here and there without falling apart, while continuing to output damage in addition to healing back up, then it's just about outlasting the fiend and not slipping up. If every Frizz Cracker is a disaster, though, the party probably isn't ready yet.

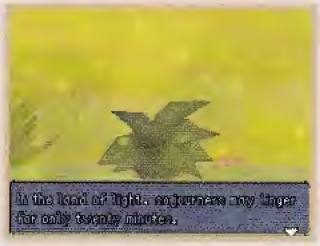
Rigor Mortex also uses Kasap to reduce allied defence, and it employs Unnatural Order in order to preempt allied actions.

When Rigor Mortex falls, the immediate reward is the best staff—the royal rod! A strong spellcaster will be happy indeed hefting this fine sceptre. Return to Leonyx after victory to debrief him, and he'll hand over the Leonine greatsword, the best sword in the game!

As incredible as these two weapons are, there's a reward greater still. With the miasma cleared from the Dark World, the way can now be opened to the Land of Light.

THE LAND OF LIGHT

The Land of Light is a golden paradise that resembles the field where the *Albatross* is docked, if that field was glowing and teeming with metal slimes. The Land of Light is basically the metal menagerie all grown up.



AREA CONNECTIONS IN THE CLEANSED DARK WORLD

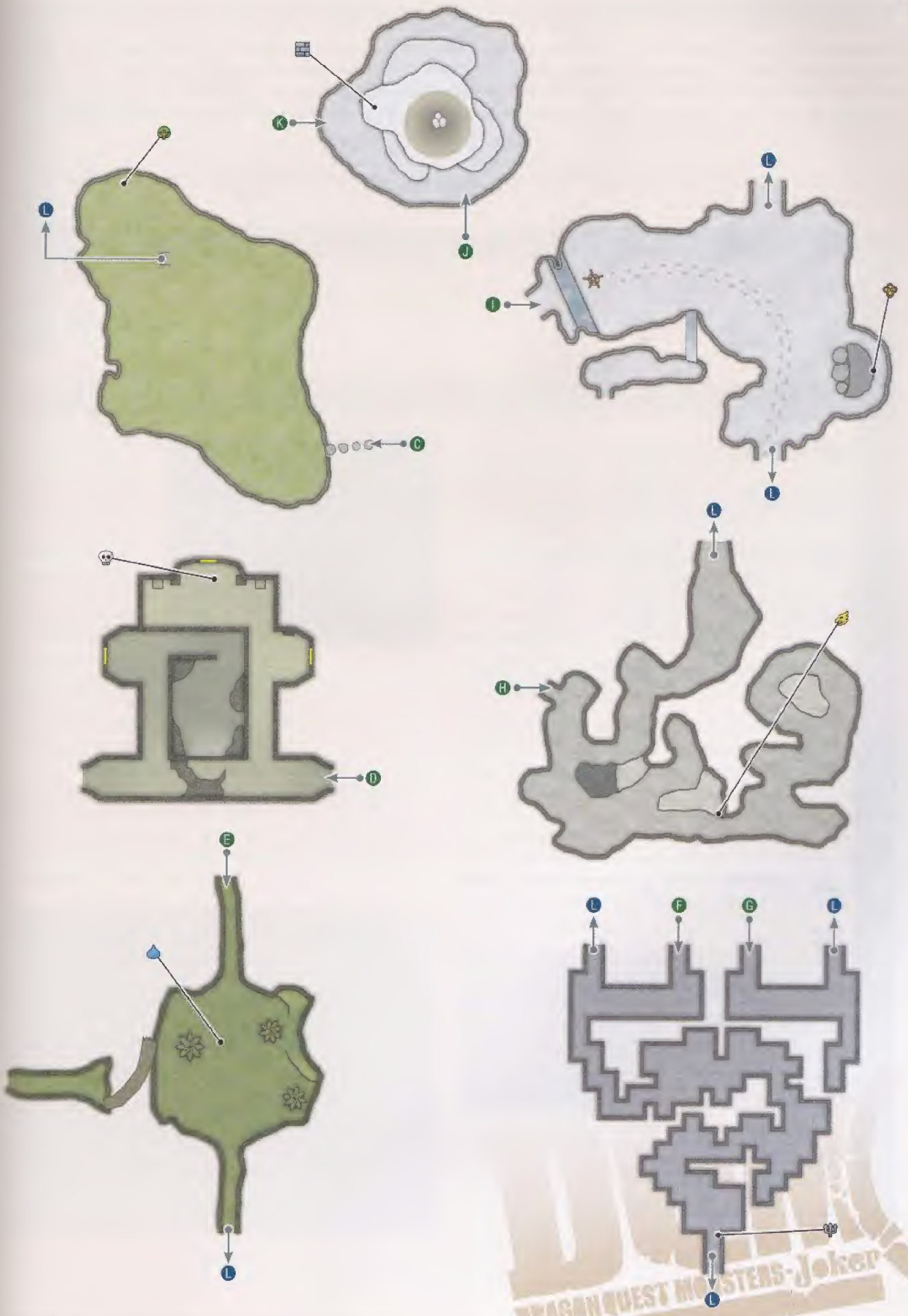
AREA 23
Contains
an Evil Gem

AREA 24
Contains
an Evil Gem

AREA 7
Contains
an Evil Gem

TO FINAL BOSS

TO THE NECROPOLIS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WILD MONSTERS IN THE NEW AREAS

The cleansed Dark World is still teeming with the same monsters as before, but the new areas unlocked by defeating Rigor Mortex house their own fauna The new areas each match an area found in previous regions, along with a key pillar bearing the inscription of a particular monster family. These new areas are thus best thought of as the "slime area," the "dragon room," and so on. These chambers are the alpha scouting grounds on the island. Monsters like Mortella, the Dual Duellers, and Canzar are harder to scout than the regional bosses or any other monsters until now, but the potential they open up for the game's best synths makes the effort worth it.

And, accessing the Land of Light involves going to a different key pillar each time. Might as well work in a scouting attempt on one of these exclusive beasts during each Land of Light run!

#	MONSTER NAME	RANK	FAMILY	LVL	AREA	AREA	AREA	AREA	AREA	AREA	AREA	LAND OF LIGHT
17	SCISSOR BEATLE	F		5	Yes	—	—	—	—	—	—	—
25	HELL HORNET	F		4	Yes	—	—	—	—	—	—	—
26	HAMMERHOOD	F		6	—	—	—	—	—	Yes	—	—
56	SHELL SLIME	E		17	—	—	—	Yes	—	—	—	—
59	SNOWBIRD	F		6	—	—	—	—	—	Yes	—	—
65	SPIKED HARE	E		6	—	—	—	—	—	Yes	—	—
90	METAL SLIME	D		1	—	—	—	—	—	—	—	Yes
118	HACKSAURUS	C		22	—	—	Yes	—	—	—	—	—
127	GARGOYLE	C		19	—	—	Yes	—	—	—	—	—
141	JUMPING JACKAL	C		23	—	—	—	—	—	—	—	Yes
147	BARRACUDA	C		16	—	—	—	Yes	—	—	—	—
152	LIQUID METAL SLIME	C		1	—	Yes	—	—	—	—	—	Yes
169	DARK SLIME	B		22	—	Yes	—	—	—	—	—	—
184	DARK KNIGHT SLIME	B		24	—	Yes	—	—	—	—	—	—
202	GREAT DRAGON	A		37	—	—	—	—	—	—	—	Yes
203	THORNELLA	A		20	Yes	—	—	—	—	—	—	—
207	EXORSUS	A		20	—	—	Yes	—	—	—	—	—
212	DUAL DUELLERS	A		20	—	—	—	—	—	Yes	—	—

#	MONSTER NAME	RANK	FAMILY	LVL	AREA	AREA	AREA	AREA	AREA	AREA	AREA	LAND OF LIGHT
218	MORTELLA	A		20	—	Yes	—	—	—	—	—	—
227	MARQUIS DE LEON	A		20	—	—	—	—	—	—	Yes	—
231	DORSAL FIEND	A		20	—	—	—	Yes	—	—	—	—
237	KING METAL SLIME	S		1	—	—	—	—	—	—	—	Yes
262	CANZAR	S		20	—	—	—	—	Yes	—	—	—
282	TRAUMINATOR	X		34	—	—	—	—	—	—	—	Yes

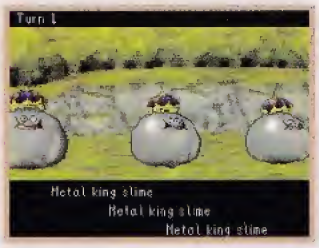
INTO THE LIGHT

The Land of Light was not accessible while Rigor Mortex controlled the Dark World. Now that the Dark World is cleansed, a red pillar appears in the central chamber, and new areas in the Dark World are available. In each of the new areas is a key pillar, similar to the red pillar in the center. The key pillar in each area has a different monster family sigil on it, and the central red pillar requires that a particular key pillar be visited. Examine the right key pillar and the Land of Light will be accessed.

The Land of Light itself is identical in layout to the field outside the *Albatross*. Metal slimes, liquid metal slimes, and king metal slimes all hop, glorp, or bounce around the golden fields. The king metal slimes are extremely perceptive, so the Vanish scouting skill becomes invaluable for actually getting into combat with them.

The scout can remain in the Land of Light for about 20 minutes per visit. This is actually a ton of time, considering the ridiculous EXP totals possible here. With a party that can regularly take out king metal slimes before they flee, expect to see EXP totals breaking 70000~90000+ EXP per battle!

Once the Land of Light is available, all avenues are open. The areas that led to the Land of Light in the first place—the new areas of the Dark World opened by defeating Rigor Mortex—each contain some of the best scouting and synthesis candidates. Of course, newly synthesized monsters start at lv1 and are more or less worthless at this stage for a long time... But, there's a perfect venue for leveling up monsters—the Land of Light crushes even the metal menagerie for potential EXP, and it doesn't require metal tickets to enable participation. Even monsters that start at lv1 and sit in the reserve party doing nothing gain dozens of levels from just one or two fruitful Land of Light visits!



MONSTER DATA

The main Monster listing is provided in alphabetical order. There are two additional lists provided here that mirror the possible ways to sort Monsters at the Albatross holding pen. One lists all Monsters by Strength value, while the other is arranged by family first, then Strength. Refer to these listings when you are considering synthesis options, but remember that there are some special synthesis situations that will impact some results!

Rank: *From worst to best, ranks are: F, E, D, C, B, A, S, X, ??? Ranks can be significant in special synthesis.*

Size: *Monsters come in three sizes: Small, Medium, and Large. Small monsters take up one spot in your active party. Medium monsters take up two spots in your active party. Large monsters take up all three spots in your active party.*

(Indicates relative size)

Strengh Rating: *Higher numbers indicate more powerful monsters. This number is used when determining synthesis results.*

Monster Family: *Monsters come from one of eight families: slime, dragon, nature, beast, material, demon, undead, and ???. Monster Family is significant for synthesis.*

Max Stats: *The numbers given here are the maximum stats the monster can achieve at level 100.*

Trait(s): *The name, number and description for the traits inherent to the monster.*

257 BARAMOS

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	730
MP	900
Attack	620
Defense	620
Agility	670
Wisdom	930

EQUIPMENT

		✓
✓	✓	
✓		

SKILL
FRIZZ & SIZZ 13

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession (4 attacks)

FRIZZMEISTER 22
Boosts Frizz-type magic effects while decreasing MP consumption.

SIZZMEISTER 28
Boosts Sizz-type magic effects while decreasing MP consumption.

TACTICAL TROOPER 49
Monster will carry out an action once or twice in a row when not given specific orders.

Equipment: *A green check mark indicates which weapons the monster can equip. Weapon types are sword, spear, axe, hammer, whip, claws, and staff.*

Skill: *The name and number of the skill inherent to the monster. For more information, turn to the skills section of the guide.*

Resistances: *The 28 types of magic are listed here. The monster's vulnerability or resistance to each is given next to the type of magic.*

- *Vulnerable means the monster takes extra damage from the magic type.*
- *— means no resistance or vulnerability.*
- *50% Resist means an increased resistance.*
- *Immune means the magic type has no effect.*
- *Reflect means the monster turns the attack back on the spell caster.*
- *Heal means the monster is healed by any magic of that type.*

RESISTANCES

Frizz	Immune	Dunk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ran Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	Vulnerable	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) hargon x gemon
EVENT	—

How to Obtain: *There are three ways to obtain monsters: Scouting, Synthesis, or through an Event.*

- *If a monster is available via scouting, the information provided tells you which zone to visit and any conditions (time of day, weather, etc.) that may need to exist for the monster to be available.*
- *If a monster is available through synthesis, the information provided indicates which type of synthesis is required and the monster "parents" needed for the synthesis. For normal synthesis, two examples are provided. There are more possible combinations available.*
- *Some monsters are acquired through certain events. The specifics for obtaining these monsters are detailed here.*

MONSTERS SORTED BY STRENGTH VALUE

STR	NAME	PG	FAMILY	RANK	SIZE
1	slime	157	Slime	F	S
2	komodo	142	Dragon	F	S
3	swarmtroopers	170	Nature	F	S
4	platypunk	157	Beast	F	S
5	bag o' laughs	103	Material	F	S
6	dracky	119	Demon	F	S
7	ghost	129	Undead	F	S
8	bad egg	103	Slime	F	S
9	frou-fry	127	Dragon	F	S
10	capsicum	110	Nature	F	S
11	mischievous mole	149	Beast	F	S
12	mud mannequin	151	Material	F	S
13	tips	144	Demon	F	S
14	slump chump	170	Undead	F	S
15	weedie	174	Slime	F	S
16	dragonthorn	120	Dragon	F	S
17	scissor beatle	163	Nature	F	S
18	killerpillar	141	Nature	F	S
19	satyr	162	Beast	F	S
20	wax murderer	174	Material	F	S
21	winky	176	Demon	F	S
22	funghoul	127	Undead	F	S
23	bubble slime	109	Slime	F	S
24	argon lizard	103	Dragon	F	S
25	hell hornet	137	Nature	F	S
26	hammerhood	136	Beast	F	S
27	frostburn	127	Material	F	S
28	conklave	113	Demon	F	S
29	muddy hand	151	Undead	F	S
30	healslime	137	Slime	F	S
31	mental pitcher	147	Nature	F	S
32	spitnik	169	Material	F	S
33	sea urchin	164	Demon	F	S
34	firespirit	125	Undead	F	S
35	she-slime	164	Slime	E	S
36	jargon	139	Dragon	E	S
37	great sabrecub	133	Nature	E	S
38	weaken beakon	174	Beast	E	S
39	cheeky tiki	111	Material	E	S
40	heedoovoodoo	137	Demon	E	S
41	drohl drone	122	Undead	E	S
42	drake slime	121	Slime	E	S
43	boreal serpent	108	Dragon	E	M
44	chimaera	111	Nature	E	S
45	powie yowie	158	Beast	E	S
46	rockbomb	161	Material	E	S
47	frogface	126	Demon	E	S
48	mummy boy	152	Undead	E	S
49	wild slime	175	Slime	E	S
50	nardragon	152	Dragon	E	S
51	bullfinch	109	Nature	E	S
52	pan piper	156	Beast	E	S
53	dancing flame	115	Material	E	S
54	headhunter	136	Demon	E	S
55	demonrider	116	Undead	E	S
56	shell slime	164	Slime	E	S
57	snapdragon	168	Dragon	E	S
58	wild boarfish	175	Nature	E	S
59	snowbird	168	Beast	E	S
60	dingaling	118	Material	E	S
61	lump wizard	144	Demon	E	S
62	mottle slime	150	Slime	E	S
63	jailcat	139	Nature	E	S
64	spiked hare	169	Nature	E	S
65	chainine	110	Beast	E	S
66	goodybag	130	Material	E	S
67	imp	139	Demon	E	S
68	skipper	166	Undead	E	S
69	snail slime	168	Slime	D	S
70	green dragon	133	Dragon	D	M
71	teeny sanguini	170	Beast	D	S
72	cannibox	109	Material	D	S
73	dancing devil	115	Demon	D	S
74	hellhound	138	Undead	D	S
75	snowmangler	169	Slime	D	S
76	skelegon	165	Dragon	D	S
77	boring bug	108	Nature	D	S
78	night emperor	163	Beast	D	S
79	shadow	164	Material	D	S
80	dessert demon	117	Demon	D	S
81	flyguy	126	Undead	D	S
82	slime knight	167	Slime	D	S
83	dragurn	121	Dragon	D	S
84	crabid	113	Nature	D	S
85	fencing fox	125	Beast	D	S
86	anchorman	101	Material	D	S
87	lesser demon	143	Demon	D	S
88	hyper heyedra	138	Undead	D	S
89	metal slime	148	Slime	D	S
90	rubble slime	161	Slime	D	S
91	gasbagon	128	Dragon	D	S
92	scorpion	163	Nature	D	S
93	orc	155	Beast	D	S
94	gold golem	130	Material	D	S
95	cross eye	114	Demon	D	S
96	skeleton	165	Undead	D	S
97	angel slime	102	Slime	D	S
98	seasaur	163	Dragon	D	S
99	evael	124	Nature	D	S
100	wearriger	174	Beast	D	S
101	mecha-mynah	146	Material	D	S
102	silvapithecus	165	Demon	D	S
103	phantom fencer	157	Undead	D	S
104	behemoth slime	105	Slime	D	S
105	red dragon	159	Dragon	D	M
106	khalamari kid	140	Nature	D	S
107	brownie	108	Beast	D	S
108	firn fiend	125	Material	D	S
109	wracktor	176	Demon	D	S
110	metal slime knight	148	Slime	D	S
111	beshemoth slime	106	Slime	D	S
112	wormonger	176	Nature	D	L
113	slime X	167	Slime	C	S
114	chimaera X	111	Nature	C	S
115	goodybag X	130	Material	C	S
116	conklave X	113	Demon	C	S
117	hacksaurus	135	Dragon	C	S
118	Hades condor	135	Nature	C	S
119	bodkin archer	106	Beast	C	S
120	puppeteer	158	Material	C	S
121	dangler fish	115	Demon	C	S
122	bona constrictor	107	Undead	C	S
123	dragon slime	120	Slime	C	S
124	equestrian gladiator	102	Dragon	C	S
125	great sabrecat	133	Nature	C	S
126	gargoyle	128	Beast	C	S
127	king kelp	142	Material	C	S
128	great dracky	132	Demon	C	S
129	walking corpse	173	Undead	C	S
130	slime stack	167	Slime	C	S
131	sea dragon	163	Dragon	C	S
132	treeface	172	Nature	C	M
133	merman	147	Beast	C	S
134	malevolamp	145	Material	C	S
135	octavian sentry	155	Demon	C	S
136	restless armour	159	Undead	C	S
137	king slime	142	Slime	C	S
138	noble gasbagon	154	Dragon	C	S
139	paws	156	Nature	C	S
140	jumping jackal	140	Beast	C	S
141	hunter mech	138	Material	C	S
142	robbin' huddle	160	Demon	C	S
143	heyedra	138	Undead	C	S
144	cureslime	114	Slime	C	S
145	metal dragon	147	Dragon	C	S
146	barracuda	104	Nature	C	S
147	diemon	118	Beast	C	S
148	golem	130	Material	C	S
149	erazor blade	123	Demon	C	S
150	cyber slime	114	Slime	C	S
151	liquid metal slime	144	Slime	C	S
152	yabby	177	Nature	C	S
153	notso macho	154	Beast	C	S
154	gryphon	135	Demon	C	S
155	missing lynx	149	Beast	C	L
156	green dragon X	133	Dragon	B	M
157	teeny sanguini X	171	Beast	B	S
158	skeleton X	166	Undead	B	S
159	magic slime	145	Slime	B	S
160	great argon lizard	132	Dragon	B	S
161	abyss diver	101	Dragon	B	S
162	beetleboy	105	Nature	B	S
163	firebird	125	Beast	B	S
164	magmalice	145	Material	B	S
165	lethal armour	143	Demon	B	S
166	phantom swordsman	157	Undead	B	S
167	skeleton soldier	166	Undead	B	S
168	dark slime	115	Slime	B	S
169	tyrantosaurus	173	Dragon	B	S
170	giant moth	129	Nature	B	S
171	cockateer	112	Beast	B	S
172	juni	140	Material	B	S
173	fallen priest	124	Demon	B	S
174	grim rider	134	Undead	B	S
175	soulspawn	169	Undead	B	S
176	rotten egg	161	Slime	B	S
177	ethereal serpent	124	Dragon	B	M
178	gorerilla	131	Nature	B	S
179	pink sanguini	157	Beast	B	S
180	mimic	148	Material	B	S
181	archdemon	102	Demon	B	S
182	cross bones	114	Undead	B	S
183	dark slime knight	116	Slime	B	S
184	megalodon	146	Dragon	B	S
185	frou-frou	127	Dragon	B	S
186	stark raven	170	Nature	B	S
187	boss troll	108	Demon	B	M
188	jamirus	139	Demon	B	S
189	fright knight	126	Undead	B	S
190	king cureslime	141	Slime	B	S
191	drakularge	122	Dragon	B	S
192	bjorn	106	Beast	B	L
193	heligator	137	Nature	A	S
194	gigantes	129	Beast	A	M
195	living statue	144	Material	A	S
196	demon-at-arms	116	Demon	A	S
197	wailin' weed	173	Undead	A	S
198	king bubble slime	141	Slime	A	S
199	great dragon	132	Dragon	A	S
200	Thornella	171	Nature	A	M
201	buffalogre	109	Beast	A	S
202	killing machine	141	Material	A	S
203	dhuran	117	Demon	A	S
204	Exorsus	124	Undead	A	M
205	balbob	104	Material	A	S
206	conkettes	112	Demon	A	S
207	night knight	159	Undead	A	S
208	metal kaiser slime	147	Slime	A	M
209	Dual Duellers	122	Dragon	A	M
210	riptide	160	Nature	A	S
211	mohawker	149	Beast	A	S
212	boe	107	Material	A	S
213	gracos	131	Demon	A	S
214	tortured soul	171	Undead	A	S
215	Mortella	160	Demon	A	M
216	ultra slime	173	Slime	A	S
217	garuda	128	Nature	A	S
218	moosifer	150	Beast	A	S
219	muni	151	Material	A	S
220	gemon	129	Demon	A	M
221	roseguardin	161	Undead	A	S
222	machan-o'-wyrm	146	Dragon	A	S
223	gripevine	134	Nature	A	M
224	marquis de léon	146	Beast	A	M
225	boh	107	Material	A	S
226	belial	105	Demon	A	S
227	bone baron	107	Undead	A	S
228	Dorsal Fiend	119	Beast	A	M
229	bazuzu	156	Demon	A	S
230	dierantula	116	Undead	A	M
231	empyrea	123	Nature	A	L
232	metal king slime	148	Slime	S	S
233	black dragon	106	Dragon	S	S
234	beetlebully	105	Nature	S	S
235	atlas	103	Beast	S	M
236	trap box	172	Material	S	S
237	robbin' hood	160	Demon	S	S
238	dullahan	123	Undead	S	S
239	shogun	165	Slime	S	S
240	drakuland	121	Dragon	S	S
241	king squid	142	Nature	S	M
242	don mole	119	Beast	S	S
243	overkilling machine	150	Material	S	S
244	night clubber	153	Beast	S	S
245	wight king	175	Undead	S	S
246	nemeslime	152	Slime	S	S
247	alabast dragon	101	Dragon	S	M
248	darkonium slime	116	Slime	S	M
249	dracolord	120	Dragon	S	S
250	mumboh-jumboe	151	Material	S	S
251	murdaw	152	Demon	S	S
252	baramos	104	Demon	S	S
253	hargon	136	Demon	S	S
254	malroth	145	Demon	S	M
255	Captain Crow	110	Undead	S	S
256	grandpa slime	131	Slime	S	M
257	Canzar	110	Slime	S	L
258	khalamari	140	Nature	S	L
259	dhoulmagus	117	Beast	S	S
260	ruin	162	Material	S	L
261	slime XY	168	Slime	S	S
262	green dragon XY	134	Dragon	S	M
263	chimaera XY	111	Nature	S	S
264	teeny sanguini XY	171	Beast	S	S
265	goodybag XY	131	Material	S	S
266	conklave XY	113	Demon	S	S
267	skeleton XY	166	Undead	S	S
268	dragonlord	120	Dragon	X	M
269	leopold	143	Nature	X	S
270	psaro	158	Material	X	M
271	prince o' thieves	158	Demon	X	S
272	nimzo	153	????	X	M
273	gem slime	128	Slime	X	M
274	orochi	155	Dragon	X	L
275	traumatator	172	Material	X	M
276	Dr Snapped	119	Undead	X	M
277	zoma	177	????	X	S
278	greygnarl	134	Dragon	X	M
279	trode	172	Nature	X	S
280	Sagittar	162	Material	X	L
281	mortamor	150	????	X	M
282	orgodemir	155	????	X	M
283	xenion	177	Dragon	X	M
284	nokturnos	154	Demon	X	S
285	rhapthorne	159	????	X	S
286	Aquarion	102	Beast	X	L
287	estark	123	Material	X	L
288	rhapthorne II	159	????	X	L
289	Dragovian lord	121	Dragon	X	M
290	great godbird	132	Nature	X	L
291	wulfspade	176	????	???	S
292	hawkhart	138	????	???	S
293	cluboon	112	????	???	S
294	diamagon	117	????	???	S
295	wulfspade ace	177	????	???	S
296	hawkhart ace	138	????	???	S
297	cluboon ace	112	????	???	S
298	diamagon ace	118	????	???	S
299	Ace of Spades	101	????	???	S
300	Wildcard	175	????	???	S

MONSTERS SORTED BY FAMILY

SLIME

NAME	PG	STR	RANK	SIZE
slime	167	1	F	S
bad egg	108	8	F	S
weedle	174	15	F	S
bubble slime	109	23	F	S
healslime	137	30	F	S
she-slime	164	35	E	S
drake slime	121	42	E	S
wild slime	175	49	E	S
shell slime	164	56	E	S
mottle slime	150	63	E	S
snail slime	168	70	D	S
snowmangler	169	76	D	S
slime knight	167	83	D	S
metal slime	148	90	D	S
rubble slime	161	91	D	S
angel slime	102	98	D	S
behemoth slime	105	105	D	S
metal slime knight	148	111	D	S
besherroth slime	106	112	D	S
slime X	167	114	C	S
dragon slime	120	124	C	S
slime stack	167	131	C	S
king slime	142	138	C	S
cureslime	114	145	C	S
cyber slime	114	151	C	S
liquid metal slime	144	152	C	S
magic slime	145	160	B	S
dark slime	115	169	B	S
rotten egg	161	177	B	S
dark slime knight	116	184	B	S
king cureslime	141	193	B	S
king bubble slime	141	201	A	S
metal kaiser slime	147	211	A	M
ultra slime	173	219	A	S
metal king slime	148	237	S	S
shogum	165	244	S	S
nemeslime	152	251	S	S
darkonium slime	116	253	S	M
grandpa slime	131	261	S	M
Canzar	110	262	S	L
slime XY	168	266	S	S
gem slime	128	278	X	M

DRAGON

NAME	PG	STR	RANK	SIZE
komodo	142	2	F	S
frou-fry	127	9	F	S
dragonthorn	120	16	F	S
argon lizard	103	24	F	S
jargon	139	36	E	S
boreal serpent	108	43	E	M
nardragon	152	50	E	S
snapdragon	168	57	E	S
green dragon	133	71	D	M
skelegon	165	77	D	S
dragurn	121	84	D	S
gasbagon	128	92	D	S
seasaur	163	99	D	S
red dragon	159	106	D	M
hacksaurus	135	118	C	S
aquestrian gladiator	102	125	C	S
sea dragon	163	132	C	S
noble gasbagon	154	139	C	S
metal dragon	147	146	C	S
green dragon X	133	157	B	M
great argon lizard	132	161	B	S
abyss diver	101	162	B	S
tyrantosaurus	173	170	B	S
ethereal serpent	124	178	B	M
megalodon	146	185	B	S
frou-frou	127	186	B	S
drakulargo	122	194	B	S
great dragon	132	202	A	S
Dual Duellers	122	212	A	M
mechan-o'-wyrm	146	225	A	S
black dragon	106	236	S	S
drakulard	121	245	S	S
alabast dragon	101	252	S	M
draconord	120	254	S	S
green dragon XY	134	267	S	M
dragonlord	120	273	X	M

DRAGON

NAME	PG	STR	RANK	SIZE
orochi	155	279	X	L
greygnarl	134	285	X	M
xenion	177	291	X	M
Dragovian lord	121	297	X	M

NATURE

NAME	PG	STR	RANK	SIZE
swarmtroopers	170	3	F	S
capsicham	110	10	F	S
scissor heatle	163	17	F	S
killerpillar	141	18	F	S
hell hornet	137	25	F	S
mental pitcher	147	31	F	S
great sabrecub	133	37	E	S
chimaera	111	44	E	S
bullfinch	109	51	E	S
wild boarfish	175	58	E	S
jailcat	139	64	E	S
spiked hare	169	65	E	S
boring bug	108	78	D	S
crabid	113	85	D	S
scorpion	163	93	D	S
eveel	124	100	D	S
khalamari kid	140	107	D	S
wormonger	176	113	D	L
chimaera X	111	115	C	S
Hades condor	135	119	C	S
great sabrecat	133	126	C	S
treeface	172	133	C	M
paws	156	140	C	S
barracuda	104	147	C	S
yabby	177	153	C	S
beetleboy	105	163	B	S
giant moth	129	171	B	S
gorerilla	131	179	B	S
stark raven	170	187	B	S
heligator	137	196	A	S
Thornella	171	203	A	M
riptide	160	213	A	S
garuda	128	220	A	S
gripevine	134	226	A	M
empyrea	123	236	A	L
beetlebully	105	239	S	S
king squid	142	246	S	M
khalamari	140	263	S	L
chimaera XY	111	268	S	S
leopold	143	274	X	S
trode	172	286	X	S
great goldbird	132	298	X	L

BEAST

NAME	PG	STR	RANK	SIZE
platypunk	157	4	F	S
mischievous mole	149	11	F	S
satyr	162	19	F	S
hammerhood	135	26	F	S
weaken beakon	174	38	E	S
powie yowie	158	45	E	S
pan piper	156	52	E	S
snowbird	168	59	E	S
chainine	110	66	E	S
teeny sanguini	170	72	D	S
night emperor	153	79	D	S
fencing fox	125	86	D	S
orc	155	94	D	S
weartiger	174	101	D	S
brownie	108	108	D	S
bodkin archer	106	120	C	S
gargoyle	128	127	C	S
merman	147	134	C	S
jumping jackal	140	141	C	S
diemon	118	148	C	S
notso macho	154	154	C	S
missing lynx	149	156	C	L
teeny sanguini X	171	158	B	S
firebird	125	164	B	S
cockateer	112	172	B	S
pink sanguini	157	180	B	S
bjorn	106	195	B	L
gigantes	129	197	A	M
buffalogre	109	204	A	S

BEAST

NAME	PG	STR	RANK	SIZE
mohawker	149	214	A	S
moosifer	150	221	A	S
marquis de léon	146	227	A	M
Dorsal Fiend	119	231	A	M
atlas	103	240	S	M
don mole	119	247	S	S
night clubber	153	249	S	S
dhoulmagus	117	264	S	S
teeny sanguini XY	171	269	S	S
Aquarion	102	294	X	L

MATERIAL

NAME	PG	STR	RANK	SIZE
bag o' laughs	103	5	F	S
mud mannequin	151	12	F	S
wax murderer	174	20	F	S
frostburn	127	27	F	S
spitnik	169	32	F	S
cheeky tiki	111	39	E	S
rockbomb	161	46	E	S
dancing flame	115	53	E	S
dingaling	118	60	E	S
goodybag	130	67	E	S
cannibox	109	73	D	S
shadow	164	80	D	S
anchorman	101	87	D	S
gold golem	130	95	D	S
mecha-mynah	146	102	D	S
firn fiend	125	109	D	S
goodybag X	130	116	C	S
puppeteer	158	121	C	S
king kelp	142	128	C	S
malevolamp	145	135	C	S
hunter mech	138	142	C	S
golem	130	149	C	S
magmalice	145	165	B	S
jum	140	173	B	S
mimic	148	181	B	S
living statue	144	198	A	S
killing machine	141	205	A	S
balhib	104	208	A	S
boe	107	215	A	S
mum	151	222	A	S
boh	107	228	A	S
trap box	172	241	S	S
overkilling machine	156	248	S	S
mumboh-jumboe	151	255	S	S
ruin	162	265	S	L
goodybag XY	131	270	S	S
psaro	158	275	X	M
trauminator	172	282	X	M
Sagittar	162	287	X	L
estark	123	295	X	L

DEMON

NAME	PG	STR	RANK	SIZE
dracky	119	6	F	S
lips	144	13	F	S
winky	176	21	F	S
conklave	113	28	F	S
sea urchin	164	33	F	S
heedoovoodoo	137	40	E	S
frogface	126	47	E	S
headhunter	136	54	E	S
lump wizard	144	61	E	S
imp	139	68	E	S
dancing devil	115	74	D	S
dessert demon	117	81	D	S
lesser demon	143	88	D	S
cross eye	114	95	D	S
silvapithecus	165	103	D	S
wrecktor	176	110	D	S
conklave X	113	117	C	S
dangler fish	115	122	C	S
great dracky	132	129	C	S
octavian sentry	155	136	C	S
robbin' huddle	160	143	C	S
erazor blade	123	150	C	S
gryphon	135	155	C	S
lethal armour	143	166	B	S
fallen priest	124	174	B	S

DEMON

NAME	PG	STR	RANK	SIZE
archdemon	102	182	B	S
boss troll	108	189	B	M
jamirus	139	190	B	S
demon-at-arms	116	199	A	S
dhoran	117	206	A	S
conkettes	112	209	A	S
gracos	131	216	A	S
Mortella	150	218	A	M
gemon	129	223	A	M
belial	105	229	A	S
bazuzu	156	232	A	S
robbin' hood	160	242	S	S
murdaw	152	256	S	S
baramos	104	257	S	S
hargon	136	258	S	S
malroth	145	259	S	M
conklave XY	113	271	S	S
prince o' thieves	158	276	X	S
nokturnus	154	292	X	S

UNDEAD

NAME	PG	STR	RANK	SIZE
ghost	129	7	F	S
stump chump	170	14	F	S
fungheul	127	22	F	S
muddy hand	151	29	F	S
firespirit	125	34	F	S
drohl drone	122	41	E	S
mummy boy	152	48	E	S
demonrider	116	55	E	S
skipper	166	69	E	S
hellhound	138	75	D	S
flyguy	126	82	D	S
hyper heyedra	138	89	D	S
skeleton	165	97	D	S
phantom fencer	157	104	D	S
bona constrictor	107	123	C	S
walking corpse	173	130	C	S
restless armour	159	137	C	S
heyedra	138	144	C	S
skeleton X	166	159	B	S
phantom swordsman	157	167	B	S
skeleton soldier	166	168	B	S
grim rider	134	175	B	S
soulspawn	169	176	B	S
cross bones	114	183	B	S
fright knight	126	191	B	S
wailin' weed	173	200	A	S
Exorsus	124	207	A	M
night knight	153	210	A	S
tortured soul	171	217	A	S
roseguardin	161	224	A	S
bone baron	107	230	A	S
dieranfula	118	233	A	M
dullahan	123	243	S	S
wight king	175	250	S	S
Captain Crow	110	260	S	S
skeleton XY	166	272	S	S
Dr Snapped	119	283	X	M

???

NAME	PG	STR	RANK	SIZE
nimzo	153	277	X	M
zoma	177	284	X	S
mortamor	150	288	X	M
orgodemir	155	290	X	M
rhapthorne (Small version)	159	293	X	S
rhapthorne (Big version)	159	296	X	L
wulfspade	176	299	???	S
hawkhart	136	300	???	S
clubeon	112	301	???	S
diamagon	117	302	???	S
wulfspade ace	177	303	???	S
hawkhart ace	136	304	???	S
clubeon ace	112	305	???	S
diamagon ace	118	306	???	S
Ace of Spades	101	307	???	S
Wildcard	175	308	???	S

162 ABYSS DIVER

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	890
MP	100
Attack	670
Defense	670
Agility	520
Wisdom	100

EQUIPMENT

✓	✓	✓
✓		

SKILL CRACK & ZAP — 43

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

CRAFTY CONFUSER — 179
Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage)seasaur x hades condor; (general - examples) gasbagon x barracuda; seasaur x yabby
EVENT	—

307 ACE OF SPADES

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	940
MP	650
Attack	800
Defense	870
Agility	730
Wisdom	750

EQUIPMENT

✓	✓	✓
✓		✓
✓		

SKILL CURSADER — 104

TRAITS

HIT SQUAD (2 ATTACKS) — 10
Monster can launch multiple attacks in succession.

ZAMMEISTER — 27
Boosts Zam-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Heals	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	wulfspade ace x leopold
EVENT	—

252 ALABAST DRAGON

MONSTER FAMILY | S RANK | M SIZE

MAX STATS

HP	1280
MP	680
Attack	960
Defense	1000
Agility	780
Wisdom	860

EQUIPMENT

✓	✓	
		✓
✓		

SKILL CLERIC — 115

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

CRAFTY FIRE BREATHER — 170
Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Heals	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	Vulnerable	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) mechan-o'-worm x drakulard
EVENT	After 200 communication battles, every 10 communication battles offer a reward. There is a small chance of alabast dragon being the reward.

87 ANCHORMAN

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	600
MP	270
Attack	600
Defense	860
Agility	220
Wisdom	340

EQUIPMENT

✓		
	✓	✓
✓		

SKILL MATERIALIST — 128

TRAITS

CRAFTY SAPPER — 184
Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to Sap-type magic.

RESISTANCES

Frizz	—	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) dingaling x Demon Family
EVENT	—

98 ANGEL SILME

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	440
MP	640
Attack	320
Defense	510
Agility	540
Wisdom	999

EQUIPMENT

SKILL: HEALER 77

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

HEALTH PROFESSIONAL 21
Boosts healing spell effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Heals	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (Clear, Day)
SYNTHESIZE	(examples) rubble slime x hyper heyedra; rubble slime x dancing flame
EVENT	—

294 AQUARION

MONSTER FAMILY | X RANK | L SIZE

MAX STATS	
HP	2450
MP	250
Attack	680
Defense	730
Agility	700
Wisdom	420

EQUIPMENT

SKILL: AQUARION 163

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

DOUBLE TROUBLE 4
Monster will act twice in succession when not given specific orders.

CRITICAL MASSACRE 5
Double the chance of landing a critical hit.

GRAND SLAMMER 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	Vulnerable	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four body) megalodon x gracos x trode x rhapthorne II
EVENT	—

125 AQUESTRIAN GLADIATOR

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	640
MP	270
Attack	680
Defense	620
Agility	460
Wisdom	560

EQUIPMENT

SKILL: CHAMPION 80

TRAITS

FLY SWATTER 7
Prevents enemies from using Artful Dodger.

CRAFTY BLADE BLUNTER 169
Reduces enemies' resistance to Blade Blunter. Has no effect on enemies who are impervious to Blade Blunter.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) hackasaurs x metal slime knight; dragon slime x barracuda
EVENT	—

182 ARCHDEMON

MONSTER FAMILY | B RANK | S SIZE

MAX STATS	
HP	720
MP	380
Attack	680
Defense	760
Agility	420
Wisdom	420

EQUIPMENT

SKILL: FRIZZ & BANG 1

TRAITS

BANGMEISTER 23
Boosts Bang-type magic effects while decreasing MP consumption.

CRAFTY BANGER 161
Reduces enemies' resistance to Bang-type magic. Has no effect on enemies who are impervious to Bang-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis (night)
SYNTHESIZE	(Lineage) dessert demon x notso macho; dessert demon x moosifer. (general - examples) lessert demon x dark slime; lethal armour x dancing flame
EVENT	—

24 ARGON LIZARD

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	600
MP	100
Attack	460
Defense	320
Agility	340
Wisdom	100

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL

TOXIFIER 95

TRAITS

ESCAPE ARTIST 18

Monster will always be able to flee from a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) dragonthorn x weedle; komodo x funghoul
EVENT	—

240 ATLAS

MONSTER FAMILY | M RANK | M SIZE

MAX STATS

HP	1500
MP	380
Attack	610
Defense	1000
Agility	530
Wisdom	450

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL

DIABOLIST 123

TRAITS

HOPEFUL HITTER 11

Attacks often miss the mark, but can deliver critical hits.

BIG HITTER 16

Increases damage dealt by attacks, skills and abilities.

TACTICAL GENIUS 50

Monster will carry out an action 3 times in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	50% Resist	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) gigantes x gardua; gigantes x moosifier
EVENT	—

8 BAD EGG

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	410
MP	350
Attack	420
Defense	480
Agility	390
Wisdom	410

EQUIPMENT

		✓
	✓	✓
✓		

SKILL

CRACK & SIZZ 49

TRAITS

CRAFTY GOBSTOPPER 177

Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) komodo x ghost; slime x dracky
EVENT	Possible starting Monster.

5 BAG O' LAUGHS

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	330
MP	480
Attack	350
Defense	380
Agility	460
Wisdom	700

EQUIPMENT

✓		
	✓	✓
✓		

SKILL

FEAR-MONGER 96

TRAITS

CRAFTY SLEEPER 182

Reduces enemies' resistance to sleep. Has no effect on enemies who are impervious to sleep.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Vulnerable	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback (Night, bag dropped by satyr); Iceolation (Day, bag dropped by hammerhood)
SYNTHESIZE	(examples) komodo x bad egg; platypunk x stump chump
EVENT	Possible starting Monster

208 BALHIB

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	910
MP	200
Attack	870
Defense	980
Agility	460
Wisdom	500

EQUIPMENT

✓	✓	
✓		
✓		

SKILL
CURSADER 103

TRAITS

GOLD GETTER 70
The amount of gold coins received after a battle is increased by 20%. If multiple monsters in the team possess this trait, this percentage will increase.

CRAFTY DEVIL 188
Reduces enemies' resistance to all spells, abilities, and status ailments.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four Body) gold golem x firn fiend x golem x magmalice
EVENT	After 100 communication battles, a balhib appears in the holding pen

257 BARAMOS

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	730
MP	900
Attack	620
Defense	620
Agility	670
Wisdom	930

EQUIPMENT

		✓
✓	✓	
✓		

SKILL
FRIZZ & SIZZ 13

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (4 attacks)

FRIZZMEISTER 22
Boosts Frizz-type magic effects while decreasing MP consumption.

SIZZMEISTER 28
Boosts Sizz-type magic effects while decreasing MP consumption.

TACTICAL TROOPER 49
Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	Vulnerable	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) hargon x gemon
EVENT	—

147 BARRACUDA

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	500
MP	350
Attack	520
Defense	430
Agility	470
Wisdom	150

EQUIPMENT

	✓	
✓	✓	✓
✓		

SKILL
BANG & SIZZ 28

TRAITS

EARLY BIRD 9
Monster will attack first in battle.

TIMID 47
Monster can occasionally become excessively timid and refuse to act.

CRAFTY INACTIVIST 180
Reduces enemies' resistance to missing a turn. Has no effect on enemies who are resistant to missing a turn.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore
SYNTHESIZE	(examples) paws x noble gasbagon; paws x dancing flame
EVENT	—

163 BEETLEBOY

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	690
MP	240
Attack	780
Defense	820
Agility	580
Wisdom	220

EQUIPMENT

✓	✓
✓	✓
✓	

SKILL HIVE MIND 127

TRAITS

PSYCHO 3

Allows monsters to psyche up in battle.

CRAFTY ABILITERATOR 168

Reduces enemies' resistance to Abiliterator. Has no effect on enemies who are impervious to Abiliterator.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) yabby x cyber slime; yabby x dancing flame
EVENT	—

239 BEETLEBULLY

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	940
MP	470
Attack	920
Defense	999
Agility	680
Wisdom	480

EQUIPMENT

✓	✓
✓	✓
✓	

SKILL BOUNTY HUNTER 102

TRAITS

PSYCHO 3

Allows monsters to psyche up in battle.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) beetleboy x metal king slime
EVENT	—

105 BEHEMOTH SLIME

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	800
MP	280
Attack	470
Defense	530
Agility	120
Wisdom	180

EQUIPMENT

✓	✓
✓	✓
✓	

SKILL WOOSH & ZAP 34

TRAITS

PSYCHO 3

Allows monsters to psyche up in battle.

DESPERADO 29

Increases the chance of landing a critical hit when HP is extremely low.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Vulerable	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) angel slime x skeleton; angel slime x dancing flame
EVENT	—

229 BELIAL

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	770
MP	410
Attack	790
Defense	710
Agility	390
Wisdom	450

EQUIPMENT

✓	✓
✓	
✓	
✓	

SKILL BANG & ZAM 25

TRAITS

BANGMEISTER 23

Boosts Bang-type magic effects while decreasing MP consumption.

TACTICAL TROOPER 49

Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Heals	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Vulnerable	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) archdemon x great dragon; archdemon x atlas; archdemon x gold golem; archdemon x dessert demon
EVENT	—

112 BESHEMOTH SLIME

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	700
MP	320
Attack	540
Defense	620
Agility	180
Wisdom	180

EQUIPMENT

SKILL: FRIZZ & ZAM — 10

TRAITS

FRIZZMEISTER — 22
Boosts Frizz-type magic effects while decreasing MP consumption.

DESPERADO — 29
Increases the chance of landing a critical hit when HP is extremely low.

RESISTANCES

Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Vulnerable	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) she-slime x behemoth slime
EVENT	—

195 BJORN

MONSTER FAMILY | B RANK | L SIZE

MAX STATS	
HP	1820
MP	230
Attack	870
Defense	650
Agility	190
Wisdom	290

EQUIPMENT

SKILL: BJORN — 168

TRAITS

LAST WORD — 8
Monster will attack last in battle.

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

GRAND SLAMMER — 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

IMPOSING — 67
The monster's imposing presence can immobilise enemies at the start of a battle.

RESISTANCES

Frizz	—	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Vulnerable	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Isolation
SYNTHESIZE	—
EVENT	—

238 BLACK DRAGON

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	999
MP	420
Attack	840
Defense	940
Agility	700
Wisdom	600

EQUIPMENT

SKILL: ANTIMAGIC — 87

TRAITS

ZAMMEISTER — 27
Boosts Zam-type magic effects while decreasing MP consumption.

SCARE STARE — 66
Can unnerve enemies with a piercing stare and immobilise them at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	Immune	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) great dragon x bone baron
EVENT	—

120 BODKIN ARCHER

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	630
MP	460
Attack	560
Defense	630
Agility	460
Wisdom	340

EQUIPMENT

SKILL: FORTIFIER — 84

TRAITS

CRAFTY POISONER — 174
Reduces enemies' resistance to poison. Has no effect on enemies who are impervious to poison.

RESISTANCES

Frizz	—	Donk	—	Poison	Vulnerable	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (raining)
SYNTHESIZE	(examples) weartiger x eveel; night emperor x firn fiend
EVENT	—

215 BOE

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	680
MP	480
Attack	580
Defense	680
Agility	540
Wisdom	540

EQUIPMENT

SKILL FORTIFIER 84

TRAITS

—

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Vulnerable	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) jum x Nature Family; mum x Nature Family; boh x Nature Family
EVENT	—

228 BOH

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	700
MP	660
Attack	530
Defense	680
Agility	400
Wisdom	280

EQUIPMENT

SKILL HEALER 77

TRAITS

HEALTH PROFESSIONAL 21

Boosts healing spell effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Vulnerable	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) jum x Beast Family; boe x Beast Family; mum x Beast Family
EVENT	—

123 BONA CONSTRICTOR

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	590
MP	420
Attack	550
Defense	570
Agility	700
Wisdom	260

EQUIPMENT

SKILL FORTIFIER 84

TRAITS

—

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Vulnerable	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore; Bernusoleum (clear, day)
SYNTHESIZE	(examples) phantom fencer x silvapithecus; stump chump x firn fiend
EVENT	—

230 BONE BARON

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	750
MP	450
Attack	480
Defense	670
Agility	920
Wisdom	620

EQUIPMENT

SKILL DIABOLIST 123

TRAITS

COUNTERSTRIKER 12

Monster may launch a counter-attack when attacked.

HECKLING HECTOR 62

When an enemy's tension increases in battle, all foes' tension will automatically decrease.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) grim rider x dark slime knight; grim rider x mohawker
EVENT	—

43 BOREAL SERPENT

MONSTER FAMILY | E RANK | M SIZE

MAX STATS	
HP	700
MP	320
Attack	700
Defense	610
Agility	380
Wisdom	460

EQUIPMENT: ✓

SKILL: ICE 61

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

CRACKMEISTER 25
Boosts Crack-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Heals	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Heals	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) jargon x snowbird; ethereal serpent x firn fiend. (examples) great sabrecub x weakon beakon; komodo x drohl drone
EVENT	—

78 BORING BUG

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	470
MP	500
Attack	550
Defense	500
Agility	480
Wisdom	600

EQUIPMENT: ✓ ✓

SKILL: ENFEEBLER 85

TRAITS

CRAFTY DECELERATOR 185
Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies who are impervious to Decelerate-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) spiked hare x mottle slime; spiked hare x dracky
EVENT	—

189 BOSS TROLL

MONSTER FAMILY | B RANK | M SIZE

MAX STATS	
HP	1180
MP	200
Attack	920
Defense	840
Agility	240
Wisdom	180

EQUIPMENT: ✓ ✓ ✓

SKILL: ANTI-DRAGON 89

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

INTIMIDATING 68
Can intimidate enemies and immobilise them at the start of a battle

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	Vulnerable	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treapdiation (night)
SYNTHESIZE	(Lineage) diemon x gigantes; diemon x buffalogre; gigantes x buffalogre
EVENT	—

108 BROWNIE

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	560
MP	180
Attack	950
Defense	540
Agility	240
Wisdom	200

EQUIPMENT: ✓ ✓ ✓

SKILL: BOUNTY HUNTER 102

TRAITS

PYSCHO 3
Allows monsters to psyche up in battle.

TALENT SCOUT 43
Scout gauge can be boosted when a show of strength is launched.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) hammerhood x Nature Family
EVENT	—

23 BUBBLE SLIME

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	440
MP	310
Attack	420
Defense	460
Agility	340
Wisdom	420

EQUIPMENT

		✓
	✓	✓
✓		

SKILL SLIMER 120

TRAITS

POISONOUS 13

Monster may inflict poison on enemies upon being attacked.

CRAFTY POISONER 174

Reduces enemies' resistance to poison. Has no effect on enemies who are impervious to poison.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Vulnerable	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) weedle x stump chump; slime x funghoul
EVENT	—

204 BUFFALOGRE

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	940
MP	100
Attack	860
Defense	900
Agility	620
Wisdom	380

EQUIPMENT

✓		
	✓	✓
✓		

SKILL BERSERKER 118

TRAITS

PSYCHO 3

Allows monsters to psyche up in battle.

CRAFTY GOBSTOPPER 177

Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) gigantes x drakularge; dancing flame x gigantes
EVENT	—

51 BULLFINCH

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	460
MP	310
Attack	370
Defense	560
Agility	440
Wisdom	420

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL TOUGHIE 109

TRAITS

COUNTERSTRIKER 12

Monster may launch a counter-attack when attacked.

CRAFTY SLEEPER 182

Reduces enemies' resistance to sleep. Has no effect on enemies who are impervious to sleep.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Vulnerable
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) chimera x drohl drone; swamtroopers x frogface
EVENT	—

73 CANNIBOX

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	600
MP	340
Attack	540
Defense	570
Agility	460
Wisdom	160

EQUIPMENT

✓		
	✓	✓
✓		

SKILL FEAR-MONGER 96

TRAITS

DESPERADO 29

Increases the chance of landing a critical hit when HP is extremely low.

LOOTIST 71

The chance of receiving items after a battle is increased. If multiple monsters in the team possess this trait, this chance will increase further.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Vulnerable	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum
SYNTHESIZE	(Lineage) goodybag x goodybag (at least one must be level 19 or lower); (examples) dancing flame x imp; spitnik x imp
EVENT	—

262 CANZAR

MONSTER FAMILY | S RANK | L SIZE

MAX STATS

HP	2380
MP	380
Attack	690
Defense	1090
Agility	190
Wisdom	590

EQUIPMENT

✓		

SKILL
CANZAR 162

TRAITS

DOUBLE TROUBLE 4
Monster will act twice in succession when not given specific orders.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

GRAND SLAMMER 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

CLOSE SCRAPER 42
Enables monster to survive fatal damage with 1HP.

RESISTANCES

Frizz	Reflect	Donk	—	Poison	Immune	Paralysis	Immune
Bang	Reflect	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	Reflect	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Reflect	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Reflect	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	Reflect	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(four-body) slime x crabid x ruin x gem slime
EVENT	—

10 CAPSICHUM

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	340
MP	450
Attack	420
Defense	480
Agility	380
Wisdom	500

EQUIPMENT

	✓	✓
✓		
✓		

SKILL
SABOTEUR 86

TRAITS

RABBLE ROUSER 63
Can increase tension of all allies at the start of a battle.

CRAFTY BLADE BLUNTER 169
Reduces enemies' resistance to Blade Blunter. Has no effect on enemies who are impervious to Blade Blunter.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) swarmtroopers x komodo; dracky x stump chump
EVENT	Possible starting monster

260 CAPTAIN CROW

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	870
MP	700
Attack	800
Defense	880
Agility	820
Wisdom	420

EQUIPMENT

✓	✓	✓
✓		

SKILL
CAPTAIN CROW 147

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

RABBLE ROUSER 63
Can increase tension of all allies at the start of a battle.

RESISTANCES

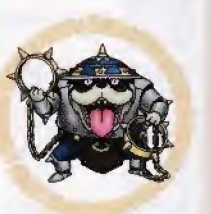
Frizz	—	Donk	—	Poison	—	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	—
EVENT	???

66 CHAININE

MONSTER FAMILY | E RANK | S SIZE



MAX STATS

HP	600
MP	180
Attack	470
Defense	530
Agility	360
Wisdom	360

EQUIPMENT

	✓	
✓	✓	
✓		

SKILL
MIME 118

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession.

RESISTANCES

Frizz	—	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) snowbird x wild boarfish; mischievous mole x jailcat
EVENT	—

39 CHEEKY TIKI

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	480
MP	430
Attack	530
Defense	600
Agility	210
Wisdom	290

EQUIPMENT

SKILL TRICKSTER 119

TRAITS

CRAFTY DAZZLER 173

Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies who are impervious to Dazzle-type magic.

RESISTANCES

Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Vulnerable	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepdiation (night)
SYNTHESIZE	(examples) spitnik x mental pitcher; weakon beakon x drohl drone
EVENT	—

44 CHIMAERA

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	520
MP	370
Attack	450
Defense	500
Agility	350
Wisdom	410

EQUIPMENT

SKILL CLEANSER 79

TRAITS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (2 attacks)

CRAFTY DANCE BANNER 178

Reduces enemies' resistance to Ban Dance. Has no effect on enemies who are impervious to Ban Dance.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Vulnerable	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback (clear, day)
SYNTHESIZE	(examples) great sabrecub x she-slime; swarmtroopers x drohl drone
EVENT	—

115 CHIMAERA X

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	620
MP	470
Attack	550
Defense	600
Agility	450
Wisdom	510

EQUIPMENT

SKILL CLEANSER 79

TRAITS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (2 attacks)

GIANT KILLER 34

Monster can deal heavy damage to L monsters.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) chimaera x chimaera (both must be at least level 20)
EVENT	—

268 CHIMAERA XY

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	870
MP	720
Attack	800
Defense	850
Agility	700
Wisdom	760

EQUIPMENT

SKILL ÜBER HEALER 219

TRAITS

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks.

HIT SQUAD 10

Monster can launch multiple attacks in succession. (2 attacks)

DESPERADO 29

Increases the chance of landing a critical hit when HP is extremely low.

GIANT KILLER 34

Monster can deal heavy damage to L monsters.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Vulnerable	Gobstopper	—	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) chimaera X x chimaera X (both must be at least level 50)
EVENT	—

301 CLUBOON

??? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS

HP	710
MP	280
Attack	680
Defense	720
Agility	600
Wisdom	450

EQUIPMENT

✓	✓		
✓		✓	
✓			

SKILL
CLUBOON 135

TRAITS

PYSCHO 3
Allows monsters to psyche up in battle.

GIANT KILLER 34
Monster can deal heavy damage to L monsters.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) Incarnus Family x Material Family (Rank A or lower)
EVENT	—

305 CLUBOON ACE

??? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS

HP	950
MP	600
Attack	850
Defense	800
Agility	750
Wisdom	750

EQUIPMENT

✓	✓		
✓		✓	
✓			

SKILL
CLUBOON III [illegible]

TRAITS

PYSCHO 3
Allows monsters to psyche up in battle.

HIT SQUAD [illegible]
Monster can launch multiple attacks in succession. (3 attacks)

RESISTANCES

Frizz	—	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	50% Resist	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	50% Resist	Fizzle	50% Resist	Sag	50% Resist
Crack	—	Fire Breath	—	Gobstopper	—	Sap	50% Resist
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	50% Resist
Zam	—	Whack	Immune	Confusion	Immune	Dim	50% Resist
Sizz	—	Dazzle	Immune	Inaction	Immune	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) Incarnus Family x Material Family (Rank S or higher)
EVENT	—

172 COCKATEER

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	720
MP	100
Attack	740
Defense	830
Agility	760
Wisdom	140

EQUIPMENT

✓			
✓	✓		
✓			

SKILL
BIRD BRAIN 125

TRAITS

FLY SWATTER 7
Prevents enemies from using Artful Dodger.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	Vulnerable	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) firebird x beetleboy; merman x dark slime
EVENT	—

209 CONKETTES

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	730
MP	480
Attack	690
Defense	770
Agility	910
Wisdom	610

EQUIPMENT

✓			
✓			
✓		✓	

SKILL
CURE-ALL 78

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (4 attacks)

COMEBACK KID 59
Monster will have a slim chance of being revived after dying.

RESISTANCES

Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) conklave x Thornella; conklave x Mortella
EVENT	—

28 CONKLAVE

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	400
MP	220
Attack	480
Defense	350
Agility	640
Wisdom	180

EQUIPMENT

✓					
✓				✓	
✓					

SKILL FRIZZ & WOOSH 4

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (4 attacks)

TALENT SCOUT 43
Scout gauge can be boosted when a show of strength is launched.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	Vulnerable
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation (raining)
SYNTHESIZE	(examples) winky x wax murderer; dracky x funghoul
EVENT	—

117 CONKLAVE X

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	460
MP	280
Attack	550
Defense	400
Agility	620
Wisdom	240

EQUIPMENT

✓					
✓				✓	
✓					

SKILL FRIZZ & WOOSH 4

TRAITS

EARLY BIRD 9
Monster will attack first in battle.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (4 attacks)

YELLOW-BELLY 46
Monster may occasionally become flustered and unable to act.

RESISTANCES

Frizz	—	Donk	—	Poison	Vulnerable	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) conklave x conklave (both monsters must be at least level 20)
EVENT	—

271 CONKLAVE XY

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	740
MP	600
Attack	800
Defense	680
Agility	870
Wisdom	610

EQUIPMENT

✓					
✓				✓	
✓					

SKILL ÜBER DARK DYNAMITER 214

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (4 attacks)

TACTICAL TROOPER 49
Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	Vulnerable	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) conklave X x conklave X (both monsters must be level 50 or higher)
EVENT	—

85 CRABID

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	560
MP	200
Attack	550
Defense	880
Agility	520
Wisdom	200

EQUIPMENT

✓		✓			
				✓	
✓					

SKILL DEFENDER 81

TRAITS

CLOSE SCRAPER 42
Enables monster to survive fatal damage with 1HP.

RESISTANCES

Frizz	Vulnerable	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (clear)
SYNTHESIZE	(examples) boring bug x snowmangler; swarmtroopers x night emperor
EVENT	—

183 CROSS BONES

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	640
MP	510
Attack	640
Defense	650
Agility	490
Wisdom	710

EQUIPMENT

	✓	
✓		✓
✓		

SKILL MUSPELL — 105

TRAITS

DESPERADO — 29

Increases the chance of landing a critical hit when HP is extremely low.

CRAFTY SAGGER — 183

Reduces enemies' resistance to Sag-type magic. Has no effect on enemies who are impervious to Sag-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) soulspawn x jum; bona constrictor x mimic
EVENT	—

96 CROSS EYE

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	600
MP	340
Attack	550
Defense	590
Agility	320
Wisdom	500

EQUIPMENT

	✓	✓
✓		

SKILL HYPNOTIST — 94

TRAITS

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (4 attacks)

LATE RISER — 65

Monster may occasionally fall asleep at the start of battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) lesser demon x crabid; lesser demon x dancing flame
EVENT	—

145 CURESLIME

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	580
MP	750
Attack	300
Defense	500
Agility	520
Wisdom	700

EQUIPMENT

		✓
✓		✓
✓		

SKILL HEALER — 77

TRAITS

HEALTH PROFESSIONAL — 21

Boosts healing spell effects while decreasing MP consumption.

CRAFTY MAGIC DRAINER — 175

Reduces enemies' resistance to Drain Magic spells. Has no effect on enemies who are impervious to Drain Magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	Unshore
SYNTHESIZE	(Lineage) healslime x beshemoth slime; (examples) angel slime x paws; angel slime x merman
EVENT	—

151 CYBER SLIME

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	650
MP	400
Attack	620
Defense	600
Agility	330
Wisdom	630

EQUIPMENT

✓	✓	
✓		✓
✓		

SKILL SABOTEUR — 86

TRAITS

PARALYSING — 14

Monster may inflict paralysis on enemies upon being attacked.

LOOTIST — 71

The chance of receiving items after a battle is increased. If multiple monsters in the team possess this trait, this chance will increase further.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (day)
SYNTHESIZE	(examples) cureslime x heyedra; angel slime x barracuda
EVENT	—

74 DANCING DEVIL

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	480
MP	590
Attack	280
Defense	620
Agility	610
Wisdom	610

EQUIPMENT

	✓				
	✓				✓
	✓				

SKILL DANCER 107

TRAITS

HECKLING HECTOR 62

When an enemy's tension increases in battle, all foes' tension will automatically decrease.

CRAFTY DONKER 167

Reduces enemies' resistance to Donk-type magic. Has no effect on enemies who are impervious to Donk-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear)
SYNTHESIZE	(examples) imp x chainling; dracky x imp
EVENT	—

53 DANCING FLAME

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	480
MP	350
Attack	470
Defense	500
Agility	450
Wisdom	430

EQUIPMENT

	✓				✓
			✓		
	✓				

SKILL FIRE FIGHTER 71

TRAITS

FRIZZMEISTER 22

Boosts Frizz-type magic effects while decreasing MP consumption.

CRAFTY FRIZZER 160

Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to Frizz-type magic.

RESISTANCES

Frizz	Heals	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Vulnerable	Fire Breath	Heals	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear); Necropolis (night)
SYNTHESIZE	(Lineage) frostburn x spitnik; frostburn x firespirit; (examples) spitnik x wild slime; spitnik x frogface
EVENT	—

122 DANGLER FISH

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	590
MP	580
Attack	570
Defense	520
Agility	370
Wisdom	630

EQUIPMENT

	✓				✓
	✓				

SKILL SIZZ & ZAM 55

TRAITS

SIZZMEISTER 28

Boosts Sizz-type magic effects while decreasing MP consumption.

CRAFTY PARALYSER 181

Reduces enemies' resistance to paralysis. Has no effect on enemies who are impervious to paralysis.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore
SYNTHESIZE	(exmples) wrecktor x khalamari kid; lesser demon x bodkin archer
EVENT	—

169 DARK SLIME

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	530
MP	680
Attack	510
Defense	630
Agility	680
Wisdom	900

EQUIPMENT

					✓
	✓				✓
	✓				

SKILL MUSPELL 105

TRAITS

ZAMMEISTER 27

Boosts Zam-type magic effects while decreasing MP consumption.

HECKLING HECTOR 62

When an enemy's tension increases in battle, all foes' tension will automatically decrease.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Heals	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear, night); Necropolis
SYNTHESIZE	(examples) magic slime x gryphon; angel slime x skelecton soldier
EVENT	—

184 DARK SLIME KNIGHT

MONSTER FAMILY | B RANK | S SIZE

MAX STATS	
HP	730
MP	470
Attack	520
Defense	710
Agility	460
Wisdom	600

EQUIPMENT

SKILL: DARK KNIGHT 76

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

ZAMMEISTER 27
Boosts Zam-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis (day)
SYNTHESIZE	(examples) rotten egg x soulspawn; angel slime x mimic
EVENT	—

253 DARKONIUM SLIME

MONSTER FAMILY | S RANK | M SIZE

MAX STATS	
HP	64
MP	999
Attack	820
Defense	999
Agility	750
Wisdom	720

EQUIPMENT

SKILL: FIRE 58

TRAITS

METAL BODY 2
Cuts damage sustained from enemy attacks to 1/3.

LAST WORD 8
Monster will attack last in battle.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (3 attacks)

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

RESISTANCES

Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	—
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	—	Inaction	Immune	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(four-body) beshemoth slime x beshemoth slime x king cureslime x metal king slime
EVENT	—

199 DEMON-AT-ARMS

MONSTER FAMILY | A RANK | S SIZE

MAX STATS	
HP	760
MP	420
Attack	600
Defense	690
Agility	480
Wisdom	500

EQUIPMENT

SKILL: CRACK & ZAM 46

TRAITS

DOUBLE TROUBLE 4
Monster will act twice in succession when not given specific orders.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Vulnerable
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis
SYNTHESIZE	(examples) archdemon x pink sanguini; lesser demon x dark slime
EVENT	—

55 DEMONRIDER

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	450
MP	250
Attack	320
Defense	430
Agility	720
Wisdom	360

EQUIPMENT

SKILL: DIMINISHER 98

TRAITS

COUNTERSTRIKER 12
Monster may launch a counter-attack when attacked.

CRAFTY SAGGER 183
Reduces enemies' resistance to Sag-type magic. Has no effect on enemies who are impervious to Sag-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) skelegon x Demon Family
EVENT	—

81 DESSERT DEMON

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	620
MP	380
Attack	580
Defense	550
Agility	260
Wisdom	320

EQUIPMENT

✓	✓	
✓		
✓		

SKILL
BOLSTERER — 91

TRAITS

CRITICAL MASSACRE — 5
Doubles the chance of landing a critical hit.

RESISTANCES

Frizz	—	Donk	Vulnerable	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) imp x dancing devil; (examples) imp x shadow; dancing devil x dancing flame
EVENT	—

264 DHOULMAGUS

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	700
MP	860
Attack	690
Defense	840
Agility	710
Wisdom	990

EQUIPMENT

		✓
✓	✓	
✓		

SKILL
DHOULMAGUS — 141

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

COUNTERSTRIKER — 12
Monster may launch a counter-attack when attacked.

ZAMMEISTER — 27
Boosts Zam-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Vulnerable	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) alabast dragon x psaro; alabast dragaon x estark
EVENT	—

206 DHURAN

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	740
MP	600
Attack	800
Defense	660
Agility	650
Wisdom	610

EQUIPMENT

✓	✓	
✓		
✓		

SKILL
REAPER — 112

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

IMPOSING — 67
The monster's imposing presence can immobilise enemies at the start of a battre.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) demon-at-arms x living statue; demon-at-arms x dancing flame
EVENT	—

302 DIAMAGON

??? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS

HP	730
MP	330
Attack	670
Defense	720
Agility	440
Wisdom	600

EQUIPMENT

✓	✓	
✓		✓
✓		

SKILL
DIAMAGON — 133

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

RABBLE ROUSER — 63
Can increase tension of all allies at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	Incarnus Family x Beast Family (Rank A or lower)
EVENT	—

306 DIAMAGON ACE

??? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS	
HP	930
MP	740
Attack	820
Defense	910
Agility	600
Wisdom	700

EQUIPMENT: ✓ ✓ ✓ ✓ ✓

SKILL: DIAMAGON III — 149

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	Incarnus Family x Beast Family (Rank S or higher)
EVENT	—

148 DIEMON

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	640
MP	390
Attack	600
Defense	640
Agility	440
Wisdom	420

EQUIPMENT: ✓ ✓ ✓

SKILL: WIND BLOWER — 73

TRAITS

WOOSHMEISTER — 24
Boosts Woosh-type magic effects while decreasing MP consumption.

WAVE OF RELIEF — 60
Wave of Relief may be launched automatically during battles.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) winky x winky x winky x winky
EVENT	—

233 DIERANTULA

MONSTER FAMILY | A RANK | M SIZE

MAX STATS	
HP	1190
MP	510
Attack	940
Defense	760
Agility	550
Wisdom	760

EQUIPMENT: ✓ ✓ ✓ ✓

SKILL: NIFLHEIM — 106

TRAITS

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

SCARE STARE — 66
Can unnerve enemies with a piercing stare and immobilise them at the start of a battle.

CRAFTY WOOSHER — 167
Reduces enemies' resistance to Donk-type magic. Has no effect on enemies who are impervious to Donk-type magic.

RESISTANCES

Frizz	—	Donk	Vulnerable	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	Immune	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (night)
SYNTHESIZE	(Lineage) wormonger x gripevine
EVENT	—

60 DINGALING

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	440
MP	380
Attack	390
Defense	660
Agility	520
Wisdom	420

EQUIPMENT: ✓ ✓ ✓ ✓

SKILL: MATERIALIST — 128

TRAITS

CONFUSING TOUCH — 37
Can confuse enemies when attacking.

CRAFTY DONKER — 167
Reduces enemies' resistance to Donk-type magic. Has no effect on enemies who are impervious to Donk-type magic.

RESISTANCES

Frizz	—	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) dancing flame x bullfinch; spitnik x snowbird
EVENT	—

247 DON MOLE

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	900
MP	560
Attack	850
Defense	940
Agility	460
Wisdom	500

EQUIPMENT

✓		
	✓	✓
✓		

SKILL
MIME 118

TRAITS

COUNTERSTRIKER 12
Monster may launch a counter-attack when attacked.

DEADLY TOUCH 39
Can send an attacked enemy to the hereafter.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Vulnerable	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) mischievous mole x mischievous mole x night clubber x night clubber
EVENT	—

231 DORSAL FIEND

MONSTER FAMILY | A RANK | M SIZE

MAX STATS

HP	1060
MP	590
Attack	810
Defense	740
Agility	950
Wisdom	840

EQUIPMENT

✓	✓	
		✓
✓		

SKILL
DORSAL FIEND 159

TRAITS

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

WOOSHMEISTER 24
Boosts Woosh-type magic effects while decreasing MP consumption.

CRAFTY WHACKER 172
Reduces enemies' resistance to Whack-type magic. Has no effect on enemies who are impervious to Whack-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Vulnerable
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) gracos x Dual Duellers; gracos x Thornella; gracos x Mortella; gracos x Exorsus
EVENT	—

283 DR SNAPPED

MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	1220
MP	930
Attack	950
Defense	860
Agility	750
Wisdom	1250

EQUIPMENT

✓		
	✓	✓
✓		

SKILL
DR SNAPPED 152

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

POISONOUS 13
Monster may inflict poison on enemies upon being attacked.

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

CONFUSING TOUCH 37
Can confuse enemies when attacking.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) darkonium slime x rhapthorne II x orgodemir x Captain Crow
EVENT	—

6 DRACKY

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	420
MP	280
Attack	350
Defense	350
Agility	600
Wisdom	420

EQUIPMENT

✓		
✓		✓
✓		

SKILL
DARK KNIGHT 76

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

CRAFTY WOOSHER 162
Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies who are impervious to Woosh-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation; Doubtback
SYNTHESIZE	(examples) slime x bag o' laughs; swarmtroopers x stump chump
EVENT	—

254 DRACOLORD

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	800
MP	850
Attack	780
Defense	710
Agility	780
Wisdom	920

EQUIPMENT

SKILL NIFLHEIM 106

TRAITS

SCARE STARE 66
Can unnerve enemies with a piercing stare and immobilise them at the start of a battle.

CRAFTY FIZZLER 176
Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies who are impervious to Fizzle-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) great dragon x demon-at-arms
EVENT	—

124 DRAGON SLIME

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	580
MP	420
Attack	600
Defense	690
Agility	520
Wisdom	440

EQUIPMENT

SKILL DRAGON LORE 124

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

CRAFTY SAPPER 184
Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to Sap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear)
SYNTHESIZE	(examples) metal slime knight x wrecktor; angel slime x dangler fish
EVENT	—

273 DRAGONLORD

MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	1270
MP	700
Attack	1000
Defense	1070
Agility	820
Wisdom	940

EQUIPMENT

SKILL DRAGONLORD 138

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

STEADY RECOVERY 19
Monster recovers a little HP each time it acts in battle.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) dracolord x alabast dragon x gem slime x Captain Crow
EVENT	—

16 DRAGONTHORN

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	640
MP	190
Attack	420
Defense	240
Agility	220
Wisdom	100

EQUIPMENT

SKILL TOXIFIER 95

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

CRAFTY POISONER 174
Reduces enemies' resistance to poison. Has no effect on enemies who are impervious to poison.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) frou-fry x bad egg; mischievous mole x lips
EVENT	—

297 DRAGOVIAN LORD

MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	1520
MP	260
Attack	1000
Defense	1010
Agility	870
Wisdom	670

EQUIPMENT

SKILL DRAGOVIAN LORD 139

TRAITS

CRITICAL MASSACRE 5
Doubles the chance of landing a critical hit.

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

STEADY RECOVERY 19
Monster recovers a little HP each time it acts in battle.

DESPERADO 29
Increases the chance of landing a critical hit when HP is extremely low.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	Vulnerable	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) dragonlord x rhapthorne II
EVENT	—

84 DRAGURN

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	650
MP	120
Attack	670
Defense	710
Agility	360
Wisdom	140

EQUIPMENT

SKILL FIRE 58

TRAITS

FAST LEARNER 69
Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this trait, this percentage will increase.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) jargon x Nature Family; (examples) night emperor x dancing devil; komodo x dancing devil
EVENT	—

42 DRAKE SLIME

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	520
MP	200
Attack	600
Defense	500
Agility	460
Wisdom	260

EQUIPMENT

SKILL SLIMER 120

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

CRAFTY SIZZER 166
Reduces enemies' resistance to Sizz-type magic. Has no effect on enemies who are impervious to Sizz-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum
SYNTHESIZE	(Lineage) slime x green dragon; (examples) slime x weakon beakon; slime x drohl drone
EVENT	—

245 DRAKULARD

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	999
MP	380
Attack	940
Defense	999
Agility	600
Wisdom	530

EQUIPMENT

SKILL TOUGHIE 109

TRAITS

CRITICAL MASSACRE 5
Doubles the chance of landing a critical hit.

INTIMIDATING 68
Can intimidate enemies and immobilise them at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) drakularge x atlas; drakularge x pazuzu
EVENT	—

194 DRAKULARGE

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	920
MP	100
Attack	780
Defense	720
Agility	260
Wisdom	100

EQUIPMENT

		✓	
		✓	✓
✓			

SKILL
BOOM BOXER 72

TRAITS

INTIMIDATING 68
Can intimidate enemies and immobilise them at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis (day)
SYNTHESIZE	(examples) megalodon x dark slime knight; gasbagon x fright knight
EVENT	Add 100 types of monsters to the holding pen and a drakularge appears in the holding pen

41 DROHL DRONE

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	450
MP	350
Attack	440
Defense	420
Agility	650
Wisdom	350

EQUIPMENT

✓		✓	
		✓	✓
✓			

SKILL
SIZZ & ZAM 55

TRAITS

—

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Vulnerable	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback (raining)
SYNTHESIZE	(examples) firespirit x sea urchin; stump chump x weakon beakon
EVENT	—

212 DUAL DUELLERS

MONSTER FAMILY | A RANK | M SIZE

MAX STATS

HP	960
MP	480
Attack	590
Defense	680
Agility	1080
Wisdom	690

EQUIPMENT

✓		✓	
✓			✓
✓			

SKILL
DUAL DUELLERS 158

TRAITS

DOUBLE TROUBLE 4
Monster will act twice in succession when not given specific orders.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

POISONOUS TOUCH 36
Can poison enemies when attacking.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	Vulnerable
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) riptide x Thornella; riptide x Dorsal Fiend; riptide x Mortella; riptide x Exorsus
EVENT	—

243 DULLAHAN

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	880
MP	550
Attack	880
Defense	950
Agility	680
Wisdom	900

EQUIPMENT: ✓ ✓ ✓

SKILL: CHAMPION 80

TRAITS

PSYCHO 3

Allows monsters to psyche up in battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) bone baron x ruin; bone baron x phantom fencer; bone baron x night knight
EVENT	—

236 EMPYREA

MONSTER FAMILY | A RANK | L SIZE

MAX STATS	
HP	1570
MP	730
Attack	650
Defense	620
Agility	1070
Wisdom	610

EQUIPMENT: ✓

SKILL: EMPYREA 169

TRAITS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (2 attacks)

GRAND SLAMMER 17

Attacks strike all enemies and damage dealt by skills and abilities increases.

TACTICAL TROOPER 49

Monster will carry out an action once or twice in a row when not given specific orders.

CRAFTY ZAPPER 164

Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Heals	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation
SYNTHESIZE	—
EVENT	—

150 ERAZOR BLADE

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	560
MP	340
Attack	660
Defense	540
Agility	710
Wisdom	410

EQUIPMENT: ✓ ✓ ✓

SKILL: TRICKSTER 119

TRAITS

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks.

FLY SWATTER 7

Prevents enemies from using Artful Dodger.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) octavian sentry x malevolamp; lesser demon x barracuda
EVENT	—

295 ESTARK

MONSTER FAMILY | X RANK | L SIZE

MAX STATS	
HP	2220
MP	530
Attack	590
Defense	980
Agility	680
Wisdom	560

EQUIPMENT: ✓ ✓

SKILL: ESTARK 144

TRAITS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (3 attacks)

GRAND SLAMMER 17

Attacks strike all enemies and damage dealt by skills and abilities increases.

TACTICAL GENIUS 50

Monster will carry out an action 1-3 times in a row when not given specific orders.

DISRUPTIVE WAVE 61

Disruptive Wave may be launched automatically during battles.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	Immune	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) psaro x marquis de léon
EVENT	???

178 ETHEREAL SERPENT

MONSTER FAMILY | B RANK | M SIZE

MAX STATS

HP	950
MP	310
Attack	690
Defense	700
Agility	530
Wisdom	410

EQUIPMENT

		✓
✓		

SKILL
BREATH — 64

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

TACTICAL TROOPER — 49
Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Vulnerable	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Vulnerable	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (day)
SYNTHESIZE	(normal examples) tyrantosaurus x dark slime; tyrantosaurus x dancing flame
EVENT	—

100 EVEEL

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	560
MP	360
Attack	480
Defense	590
Agility	580
Wisdom	240

EQUIPMENT

	✓	✓
		✓
✓		

SKILL
HYPNOTIST — 94

TRAITS

POISONOUS TOUCH — 36
Can poison enemies when attacking.

CRAFTY SAGGER — 183
Reduces enemies' resistance to Sag-type magic. Has no effect on enemies who are impervious to Sag-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Vulnerable
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (fog, night)
SYNTHESIZE	(examples) crabid x slime knight; scorpion x dancing flame
EVENT	—

207 EXORSUS

MONSTER FAMILY | A RANK | M SIZE

MAX STATS

HP	1020
MP	1160
Attack	480
Defense	680
Agility	660
Wisdom	1190

EQUIPMENT

✓		
		✓
✓		

SKILL
EXORSUS — 157

TRAITS

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

SIZZMEISTER — 28
Boosts Sizz-type magic effects while decreasing MP consumption.

CRAFTY SIZZER — 166
Reduces enemies' resistance to Sizz-type magic. Has no effect on enemies who are impervious to Sizz-type magic.

RESISTANCES

Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	Immune	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	Vulnerable	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) wight king x Dual Duellers; wight king x Thornella; wight king x Dorsal Fiend; wight king x Mortella
EVENT	—

174 FALLEN PRIEST

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	500
MP	999
Attack	230
Defense	680
Agility	640
Wisdom	999

EQUIPMENT

	✓	
✓	✓	
✓		

SKILL
WOOSH & ZAM — 37

TRAITS

ZAMMEISTER — 27
Boosts Zam-type magic effects while decreasing MP consumption.

CRAFTY ZAMMER — 165
Reduces enemies' resistance to Zam-type magic. Has no effect on enemies who are impervious to Zam-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) wrecktor x puppeteer
EVENT	—

86 FENCING FOX

MONSTER FAMILY | D RANK | S SIZE

MAX STATS		EQUIPMENT
HP	400	✓
MP	350	
Attack	470	✓ ✓
Defense	480	
Agility	350	✓
Wisdom	310	

SKILL: GUERILLA — 99

TRAITS

EARLY BIRD — 9
Monster will attack first in battle.

TIMID — 47
Monster can occasionally become excessively timid and refuse to act.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Vulnerable	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) night emperor x boring bug; night emperor x dancing flame
EVENT	—

164 FIREBIRD

MONSTER FAMILY | B RANK | S SIZE

MAX STATS		EQUIPMENT
HP	670	✓
MP	350	
Attack	680	
Defense	580	✓
Agility	650	
Wisdom	610	✓

SKILL: SIZZ & ZAP — 52

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

CRAFTY FIRE BREATHER — 170
Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

RESISTANCES

Frizz	Heals	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Vulnerable	Fire Breath	Heals	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Vulnerable	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis
SYNTHESIZE	(examples) notso macho x yabby; merman x gryphon
EVENT	—

34 FIRESPIRIT

MONSTER FAMILY | F RANK | S SIZE

MAX STATS		EQUIPMENT
HP	310	✓ ✓
MP	630	
Attack	180	
Defense	420	✓
Agility	500	
Wisdom	740	✓

SKILL: FRIZZ & SIZZ — 13

TRAITS

FRIZZMEISTER — 22
Boosts Frizz-type magic effects while decreasing MP consumption.

CRAFTY FRIZZER — 160
Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to Frizz-type magic.

RESISTANCES

Frizz	Heals	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Heals	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) muddy hand x conklave; stump chump x healslime
EVENT	—

109 FIRN FIEND

MONSTER FAMILY | D RANK | S SIZE

MAX STATS		EQUIPMENT
HP	550	✓ ✓
MP	400	
Attack	540	✓ ✓
Defense	590	
Agility	380	
Wisdom	520	✓

SKILL: WOOSH & CRACK — 31

TRAITS

CRACKMEISTER — 25
Boosts Crack-type magic effects while decreasing MP consumption.

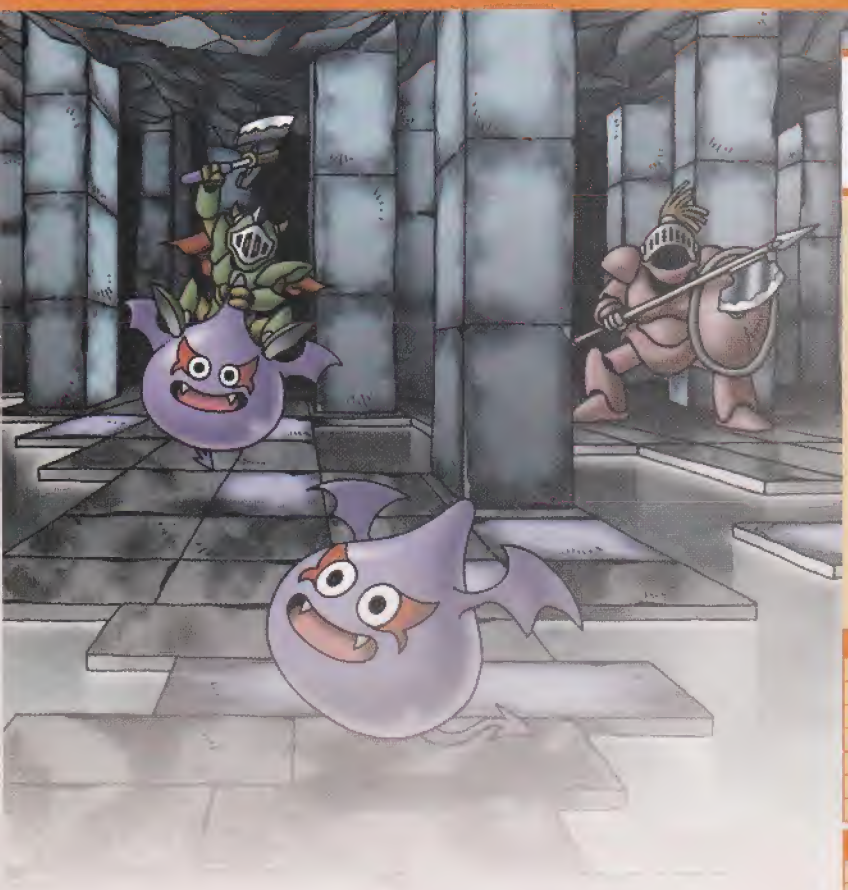
CRAFTY CRACKER — 163
Reduces enemies' resistance to Crack-type magic. Has no effect on enemies who are impervious to Crack-type magic.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Heals	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Heals	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (ice)
SYNTHESIZE	(Lineage) magmalice x snowbird; (examples) mecha-mynah x angel slime; dancing flame x mecha-mynah
EVENT	—



82 FLYGUY

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	520
MP	350
Attack	490
Defense	520
Agility	760
Wisdom	160

EQUIPMENT

SKILL
SEAL 93

TRAITS

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks.

CRAFTY DIMMER 186

Reduces enemies' resistance to Dim-type magic. Has no effect on enemies who are impervious to Dim-type magic.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) hellhound x dancing devil; stump chump x night emperor
EVENT	—

191 FRIGHT KNIGHT

MONSTER FAMILY | B RANK | S SIZE

MAX STATS	
HP	710
MP	330
Attack	720
Defense	530
Agility	600
Wisdom	460

EQUIPMENT

SKILL
FIREWIND SLASHES 67

TRAITS

ABLE AMBUSHER 30

Doubles the chance of launching pre-emptive strikes.

GIANT KILLER 34

Monster can deal heavy damage to large monsters.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis (night)
SYNTHESIZE	(examples) cross bones x pink sanguini; bona constrictor x dark slime
EVENT	—

47 FROGFACE

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	410
MP	560
Attack	400
Defense	450
Agility	460
Wisdom	500

EQUIPMENT

SKILL
HEALER 77

TRAITS

—

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation (raining)
SYNTHESIZE	(examples) heedoovoodoo x cheeky tiki; dracky x drohl drone
EVENT	—

27 FROSTBURN

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	440
MP	320
Attack	450
Defense	380
Agility	330
Wisdom	450

EQUIPMENT

✓		✓
	✓	
✓		

SKILL ICEMEISTER 74

TRAITS

CRACKMEISTER 25

Boosts Crack-type magic effects while decreasing MP consumption.

CRAFTY CRACKER 163

Reduces enemies' resistance to Crack-type magic. Has no effect on enemies who are impervious to Crack-type magic.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Heals	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Heals	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) dancing flame x dragon slime; dancing flame x silvapithecus
EVENT	—

186 FROU-FROU

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	890
MP	100
Attack	830
Defense	890
Agility	150
Wisdom	130

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL COLD SLEEP 114

TRAITS

DESPERADO 29

Increases the chance of landing a critical hit when HP is extremely low.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceolation (day)
SYNTHESIZE	(Four-body) frou-fry x frou-fry x frou-fry x great argon lizard
EVENT	—

9 FROU-FRY

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	540
MP	100
Attack	540
Defense	470
Agility	300
Wisdom	100

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL ICEMEISTER 74

TRAITS

—

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Vulnerable
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceolation
SYNTHESIZE	(Lineage) argon lizard x Beast Family; (examples) swarmptroopers x mischievous mole; mischievous mole x dracky
EVENT	—

22 FUNGHOUL

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	440
MP	340
Attack	420
Defense	480
Agility	320
Wisdom	320

EQUIPMENT

✓		✓
✓		

SKILL GRAVEHEART 122

TRAITS

CRAFTY POISONER 174

Reduces enemies' resistance to poison. Has no effect on enemies who are impervious to poison.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	Immune	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Trespidation
SYNTHESIZE	(examples) stump chump x lips; stump chump x dracky
EVENT	—

127 GARGOYLE

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	560
MP	400
Attack	620
Defense	590
Agility	620
Wisdom	500

EQUIPMENT

✓		
	✓	
✓		

SKILL BIRD BRAIN — 125

TRAITS

ARTFUL DODGER — 1

Doubles the chance of evading enemy attacks.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (day); Necropolis
SYNTHESIZE	(Lineage) hades condor x lesser demon
EVENT	—

220 GARUDA

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	690
MP	520
Attack	700
Defense	800
Agility	920
Wisdom	640

EQUIPMENT

	✓	✓
✓		
✓		

SKILL FRIZZ & ZAP — 7

TRAITS

ARTFUL DODGER — 1

Doubles the chance of evading enemy attacks.

CRAFTY SAPPER — 184

Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to Sap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) hades condor x heligator
EVENT	—

92 GASBAGON

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	690
MP	170
Attack	690
Defense	610
Agility	170
Wisdom	310

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL FIRE — 58

TRAITS

LAST WORD — 8

Monster will attack last in battle.

CRAFTY FRIZZER — 160

Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to Frizz-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Vulnerable	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (raining)
SYNTHESIZE	(examples) dragum x slime knight; komodo x rubble slime
EVENT	—

278 GEM SLIME

MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	64
MP	1000
Attack	1000
Defense	1040
Agility	1050
Wisdom	750

EQUIPMENT

	✓	
✓		✓
✓		

SKILL BANG & ZAP — 22

TRAITS

METAL BODY — 2

Cuts damage sustained from enemy attacks to 1/3.

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (3 attacks)

BIG HITTER — 16

Increases damage dealt by attacks, skills and abilities.

RESISTANCES

Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	—
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	—	Inaction	Immune	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) grandpa slime x grandpa slime x balhib x balhib
EVENT	—

223 GEMON

MONSTER FAMILY | A RANK | M SIZE

MAX STATS	
HP	1140
MP	490
Attack	860
Defense	780
Agility	930
Wisdom	380

EQUIPMENT

SKILL: FRIZZ & ZAM — 10

TRAITS

FLY SWATTER — 7
Prevents enemies from using Artful Dodger.

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

SCARE STARE — 66
Can unnerve enemies with a piercing stare and immobilise them at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	Immune	Whack	—	Confusion	Vulnerable	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) jamirus x belial
EVENT	—

7 GHOST

MONSTER FAMILY | F RANK | S SIZE

MAX STATS	
HP	330
MP	520
Attack	250
Defense	340
Agility	600
Wisdom	600

EQUIPMENT

SKILL: GRAVEHEART — 122

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

CRAFTY FIZZLER — 176
Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies who are impervious to Fizzle-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Vulnerable
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback
SYNTHESIZE	(examples) slime x dracky; slime x mischievous mole
EVENT	Possible starting monster

171 GIANT MOTH

MONSTER FAMILY | B RANK | S SIZE

MAX STATS	
HP	520
MP	800
Attack	490
Defense	710
Agility	580
Wisdom	720

EQUIPMENT

SKILL: TOXIFIER — 95

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

PARALYSING — 14
Monster may inflict paralysis on enemies upon being attacked.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) beetleboy x magic slime; paws x dark slime
EVENT	—

197 GIGANTES

MONSTER FAMILY | A RANK | M SIZE

MAX STATS	
HP	1310
MP	230
Attack	1000
Defense	970
Agility	530
Wisdom	320

EQUIPMENT

SKILL: ANTI-METAL — 90

TRAITS

LAST WORD — 8
Monster will attack last in battle.

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

CRAFTY DECELERATOR — 185
Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies who are impervious to Decelerate-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Vulnerable
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceolation (day); Necropolis
SYNTHESIZE	(examples) pink sanguini x gorerilla; merman x dark slime knight
EVENT	—

95 GOLD GOLEM

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	660
MP	280
Attack	590
Defense	660
Agility	240
Wisdom	200

EQUIPMENT

SKILL ICEPLOSION SLASHES — 69

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle

CRAFTY DECELERATOR — 185
Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies who are impervious to Decelerate-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) golem x drakularge; golem x balhib; (examples) dancing flame x lesser demon; dancing flame x rubble slime
EVENT	—

149 GOLEM

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	730
MP	260
Attack	670
Defense	580
Agility	280
Wisdom	540

EQUIPMENT

SKILL MATERIALIST — 128

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

CRAFTY SAGGER — 183
Reduces enemies' resistance to Sag-type magic. Has no effect on enemies who are impervious to Sag-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Vulnerable
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum
SYNTHESIZE	(examples) malevolamp x merman; dancing flame x barracuda
EVENT	—

67 GOODYBAG

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	380
MP	520
Attack	400
Defense	450
Agility	520
Wisdom	720

EQUIPMENT

SKILL ENFEEBLER — 85

TRAITS

YELLOW-BELLY — 46
Monster may occasionally become flustered and unable to act.

GOLD GETTER — 70
The amount of gold coins received after a battle is increased by 20%. If multiple monsters in the team possess this trait, this percentage will increase.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback (night, bag dropped by satyr); Icelocation (day, bag dropped by hammerhood); Bemusoleum (clear, night)
SYNTHESIZE	(examples) spitnik x spiked hare; spitnik x jailcat
EVENT	—

116 GOODYBAG X

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	480
MP	630
Attack	520
Defense	560
Agility	620
Wisdom	720

EQUIPMENT

SKILL ENFEEBLER — 85

TRAITS

CLOSE SCRAPER — 42
Enables monster to survive fatal damage with 1HP

GOLD GETTER — 70
The amount of gold coins received after a battle is increased by 20%. If multiple monsters in the team possess this trait, this percentage will increase.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) goodybag x goodybag (both must be level 20 or higher)
EVENT	—

270 GOODYBAG XY

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	730
MP	880
Attack	750
Defense	820
Agility	870
Wisdom	990

EQUIPMENT

SKILL ÜBER CHARMER 221

TRAITS

DEADLY TOUCH 40
Can send an attacked enemy to the hereafter.

CLOSE SCRAPER 42
Enables monster to survive fatal damage with 1HP.

CRAFTY CONFUSER 179
Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	goodybag X x goodybag X (both must be at least level 50)
EVENT	—

179 GORERILLA

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	730
MP	140
Attack	700
Defense	760
Agility	720
Wisdom	320

EQUIPMENT

SKILL HUNTSMAN 101

TRAITS

CRITICAL MASSACRE 5
Doubles the chance of landing a critical hit.

IMPOSING 67
The monster's imposing presence can immobilise enemies at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Vulnerable	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) giant moth x tyrantosaurus; paws x grim rider
EVENT	—

216 GRACOS

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	790
MP	490
Attack	720
Defense	760
Agility	660
Wisdom	740

EQUIPMENT

SKILL CRACK & ZAP 43

TRAITS

WOOSHMEISTER 24
Boosts Woosh-type magic effects while decreasing MP consumption.

CRACKMEISTER 25
Boosts Crack-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) belial x merman; belial x octavian sentry
EVENT	—

261 GRANDPA SLIME

MONSTER FAMILY | S RANK | M SIZE

MAX STATS

HP	1190
MP	1200
Attack	540
Defense	1030
Agility	750
Wisdom	1210

EQUIPMENT

SKILL BANG & ZAP 22

TRAITS

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

MAGIC REGENERATOR 20
Monster recovers a little MP each time it acts in battle.

DISRUPTIVE WAVE 61
Disruptive Wave may be launched automatically during battles.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	50% Resist	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) king slime x king bubble slime x metal kaiser slime x metal king slime
EVENT	Add 200 types of monsters to the holding pen and a grandpa slime appears in the holding pen

161 GREAT ARGON LIZARD

MONSTER FAMILY | B RANK | S SIZE

MAX STATS	
HP	830
MP	160
Attack	720
Defense	740
Agility	480
Wisdom	120

EQUIPMENT

SKILL: BREATH 64

TRAITS

DESPERADO 29

Increases the chance of landing a critical hit when HP is extremely low.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) argon lizard x argon lizard x argon lizard x argon lizard
EVENT	Add 50 types of monsters to the holding pen and a great argon lizard appears in the holding pen

129 GREAT DRACKY

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	650
MP	160
Attack	650
Defense	720
Agility	580
Wisdom	480

EQUIPMENT

SKILL: BANG & CRACK 19

TRAITS

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks.

CRAFTY WOOSHER 162

Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies who are impervious to Woosh-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Heals	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback (clear, day)
SYNTHESIZE	(Four-body) dracky x dracky x dracky x dracky
EVENT	—

202 GREAT DRAGON

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	840
MP	250
Attack	860
Defense	900
Agility	650
Wisdom	490

EQUIPMENT

SKILL: ICE 81

TRAITS

FRIZZMEISTER 22

Boosts Frizz-type magic effects while decreasing MP consumption.

CRAFTY FIRE BREATHER 170

Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) drakulargo x fright knight; drakulargo x dancing flame
EVENT	—

298 GREAT GODBIRD

MONSTER FAMILY | X RANK | L SIZE

MAX STATS	
HP	1900
MP	800
Attack	680
Defense	920
Agility	1240
Wisdom	620

EQUIPMENT

SKILL: GREAT GODBIRD 164

TRAITS

DOUBLE TROUBLE 4

Monster will act twice in succession when not given specific orders.

HIT SQUAD 10

Monster can launch multiple attacks in succession. (2 attacks)

GRAND SLAMMER 17

Attacks strike all enemies and damage dealt by skills and abilities increases.

CRAFTY ICE BREATHER 171

Reduces enemies' resistance to Ice Breath. Has no effect on enemies who are impervious to Ice Breath.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	—
Zap	Heals	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) Dragovian lord x empyrea
EVENT	—

126 GREAT SABRECAT

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	580
MP	80
Attack	600
Defense	450
Agility	540
Wisdom	100

EQUIPMENT

SKILL SPEEDSTER 82

TRAITS

EARLY BIRD 9
Monster will attack first in battle.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (3 attacks)

FOOT DRAGGER 48
Monster can occasionally refuse to listen to orders and not act.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	Vulnerable
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepdiation
SYNTHESIZE	(Four-body) great sabrecub x great sabrecub x great sabrecub x great sabrecub
EVENT	—

37 GREAT SABRECUB

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	550
MP	130
Attack	540
Defense	540
Agility	550
Wisdom	90

EQUIPMENT

SKILL NATURALIST 121

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (3 attacks)

CRAFTY GOBSTOPPER 177
Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	Vulnerable
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation
SYNTHESIZE	(examples) mental pitcher x healsime; mental pitcher x dracky
EVENT	—

71 GREEN DRAGON

MONSTER FAMILY | D RANK | M SIZE

MAX STATS

HP	850
MP	180
Attack	800
Defense	690
Agility	440
Wisdom	330

EQUIPMENT

SKILL DRAGON LORE 124

TRAITS

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

CRAFTY ZAPPER 164
Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

CRAFTY GOBSTOPPER 177
Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Vulnerable	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (fog)
SYNTHESIZE	(examples) snapdragon x shell slime; komodo x jailcat
EVENT	After 10 communication battles, a green dragon appears in the holding pen

157 GREEN DRAGON X

MONSTER FAMILY | B RANK | M SIZE

MAX STATS

HP	1070
MP	190
Attack	590
Defense	720
Agility	490
Wisdom	410

EQUIPMENT

SKILL DRAGON LORE 124

TRAITS

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

TACTICAL TROOPER 49
Monster will carry out an action once or twice in a row when not given specific orders.

CRAFTY ZAPPER 164
Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Vulnerable	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) green dragon x green dragon (both must be level 20)
EVENT	—

267 GREEN DRAGON XY

MONSTER FAMILY | S RANK | M SIZE

MAX STATS

HP	1380
MP	470
Attack	590
Defense	960
Agility	740
Wisdom	580

EQUIPMENT

SKILL
ÜBER BREATH 217

TRAITS

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

TACTICAL GENIUS 50
Monster will carry out an action 3 times in a row when not given specific orders.

CRAFTY ZAPPER 164
Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

CRAFTY GOBSTOPPER 177
Reduces enemies' resistance to Gobstopper. Has no effect on enemies who are impervious to Gobstopper.

RESISTANCES

Frizz	Immune	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abliterator	—	Drain Magic	—	Sleep	Immune
Woosh	Vulnerable	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) green dragon X x green dragon X (both must be level 50)
EVENT	—

285 GREYGNARL

MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	1370
MP	470
Attack	1000
Defense	920
Agility	930
Wisdom	1030

EQUIPMENT

SKILL
HERO OF THE HEAVENS 243

TRAITS

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

DESPERADO 29
Increases the chance of landing a critical hit when HP is extremely low.

COMEBACK KID 59
Monster will have a slim chance of being revived after dying.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	Heals	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) barbarus x Dragovian lord
EVENT	—

175 GRIM RIDER

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	640
MP	240
Attack	520
Defense	610
Agility	760
Wisdom	500

EQUIPMENT

SKILL
ASSASSIN 100

TRAITS

COUNTERSTRIKER 12
Monster may launch a counter-attack when attacked.

CRAFTY CONFUSER 179
Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (raining, night); Necropolis (night)
SYNTHESIZE	(Lineage) demon rider x bona constrictor
EVENT	—

226 GRIPEVINE

MONSTER FAMILY | A RANK | M SIZE

MAX STATS

HP	1340
MP	380
Attack	890
Defense	830
Agility	330
Wisdom	800

EQUIPMENT

SKILL
NIFLHEIM 106

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession (2 attacks)

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

CRAFTY DIMMER 186
Reduces enemies' resistance to Dim-type magic. Has no effect on enemies who are impervious to Dim-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Vulnerable	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (night)
SYNTHESIZE	(Lineage) marquis de léon x hyper heyedra
EVENT	—

155 GRYPHON

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	580
MP	500
Attack	580
Defense	570
Agility	480
Wisdom	560

EQUIPMENT

SKILL ANTIMAGIC — 87

TRAITS

CRAFTY DAZZLER — 173

Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies who are impervious to Dazzle-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	Necropolis (night)
SYNTHESIZE	(examples) erazor blade x golem; lesser demon x yabby
EVENT	—

118 HACKSAURUS

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	650
MP	120
Attack	750
Defense	620
Agility	660
Wisdom	200

EQUIPMENT

SKILL DRAGON LORE — 124

TRAITS

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (2 attacks)

GIANT KILLER — 34

Monster can deal heavy damage to large monsters.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Blade Blunter	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (day)
SYNTHESIZE	(examples) red dragon x behemoth slime; gasbagon x firm fiend
EVENT	—

119 HADES CONDOR

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	610
MP	540
Attack	550
Defense	560
Agility	480
Wisdom	300

EQUIPMENT

SKILL CURE-ALL — 78

TRAITS

ARTFUL DODGER — 1

Doubles the chance of evading enemy attacks.

CRAFTY DAZZLER — 173

Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies who are impervious to Dazzle-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	Doubtback (clear, day); Cragravation (clear)
SYNTHESIZE	(Lineage) lesser demon x Beast Family
EVENT	—

26 HAMMERHOOD

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	540
MP	100
Attack	720
Defense	280
Agility	180
Wisdom	100

EQUIPMENT

SKILL HUNTSMAN — 101

TRAITS

PSYCHO — 3

Allows monsters to psyche up in battle.

RABBLE ROUSER — 63

Can increase tension of all allies at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Vulnerable	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceolation (day)
SYNTHESIZE	(examples) satyr x killer pillar; healslime x funghoul
EVENT	—

258 HARGON

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	830
MP	950
Attack	650
Defense	760
Agility	700
Wisdom	940

EQUIPMENT

SKILL: CLEANSER 79

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

STEADY RECOVERY 19
Monster recovers a little HP each time it acts in battle.

CRAFTY FIZZLER 176
Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies who are impervious to Fizzle-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) dhuran x dierantula
EVENT	—

300 HAWKHART

??? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS	
HP	720
MP	330
Attack	580
Defense	730
Agility	580
Wisdom	600

EQUIPMENT

SKILL: HAWKHART 131

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) Incarnus Family x Demon Family (Rank A or lower)
EVENT	—

304 HAWKHART ACE

??? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS	
HP	700
MP	850
Attack	500
Defense	700
Agility	990
Wisdom	830

EQUIPMENT

SKILL: HAWKHART III 150

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

EARLY BIRD 9
Monster will attack first in battle.

FOOT DRAGGER 48
Monster can occasionally refuse to listen to orders and not act.

RESISTANCES

Frizz	Immune	Donk	—	Poison	Vulnerable	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	Vulnerable
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	Immune	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) Incarnus Family x Demon Family (Rank S or higher)
EVENT	—

54 HEADHUNTER

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	500
MP	330
Attack	570
Defense	490
Agility	350
Wisdom	270

EQUIPMENT

SKILL: BERSERKER 110

TRAITS

METAL BEATER 6
Damage inflicted on enemies with metal bodies will increase by 1 point.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Vulnerable
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation (night)
SYNTHESIZE	(examples) frogface x rockbomb; dracky x frogface
EVENT	—

30 HEALSLIME

MONSTER FAMILY | F RANK | S SIZE

MAX STATS	
HP	340
MP	520
Attack	310
Defense	340
Agility	540
Wisdom	540

EQUIPMENT

SKILL: HEALER 77

TRAITS

HEALTH PROFESSIONAL 21

Boosts healing spell effects while decreasing MP consumption.

CRAFTY MAGIC DRAINER 175

Reduces enemies' resistance to Drain Magic spells. Has no effect on enemies who are impervious to Drain Magic.

RESISTANCES							
Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Vulnerable	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction		Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	Doubtback
SYNTHESIZE	(examples) bubble slime x funghoul; slime x muddy hand
EVENT	After 5 communication battles, a healslime appears in the holding pen

40 HEEDOOVOODOO

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	390
MP	530
Attack	370
Defense	440
Agility	360
Wisdom	580

EQUIPMENT

SKILL: MIME 118

TRAITS

COUNTERSTRIKER 12

Monster may launch a counter-attack when attacked.

CRAFTY DANCE BANNER 178

Reduces enemies' resistance to Ban Dance. Has no effect on enemies who are impervious to Ban Dance.

RESISTANCES							
Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	Treepidation (day)
SYNTHESIZE	(examples) sea urchin x spitnik; dracky x weakon beakon
EVENT	—

196 HELIGATOR

MONSTER FAMILY | A RANK | S SIZE

MAX STATS	
HP	999
MP	330
Attack	770
Defense	850
Agility	380
Wisdom	180

EQUIPMENT

SKILL: NATURALIST 121

TRAITS

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks.

CRAFTY ZAMMER 165

Reduces enemies' resistance to Zam-type magic. Has no effect on enemies who are impervious to Zam-type magic.

RESISTANCES							
Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Vulnerable
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	—
SYNTHESIZE	(Lineage) king squid x gracos; (examples) yabby x drakulargo; paws x fright knight
EVENT	—

25 HELL HORNET

MONSTER FAMILY | F RANK | S SIZE

MAX STATS	
HP	330
MP	250
Attack	410
Defense	480
Agility	660
Wisdom	580

EQUIPMENT

SKILL: DIMINISHER 98

TRAITS

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks.

PARALYSING TOUCH 35

Can paralyse enemies when attacking.

RESISTANCES							
Frizz	Vulnerable	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	Treepidation (clear)
SYNTHESIZE	(examples) killer pillar x dragonthorn; swarmtroopers x funghoul
EVENT	—

75 HELLHOUND

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	590
MP	90
Attack	610
Defense	710
Agility	570
Wisdom	350

EQUIPMENT: ✓ ✓ ✓ ✓ ✓

SKILL: CRACK & ZAM — 46

TRAITS

PSYCHO — 3

Allows monsters to psyche up in battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) skipper x imp; stump chump x dancing devil
EVENT	—

144 HEYEDRA

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	650
MP	380
Attack	650
Defense	500
Agility	450
Wisdom	430

EQUIPMENT: ✓ ✓ ✓

SKILL: ANTIMAGIC — 87

TRAITS

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (2 attacks)

CRAFTY ZAMMER — 165

Reduces enemies' resistance to Zam-type magic. Has no effect on enemies who are impervious to Zam-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) restless armour x malevolamp; bona constrictor x paws
EVENT	—

142 HUNTER MECH

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	570
MP	280
Attack	510
Defense	590
Agility	480
Wisdom	260

EQUIPMENT: ✓ ✓ ✓

SKILL: ANTI-METAL — 90

TRAITS

METAL BEATER — 6

Damage inflicted on enemies with metal bodies will increase by 1 point.

TACTICAL TROOPER — 49

Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	—
Bang	Vulnerable	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (day): Metal Menagerie
SYNTHESIZE	(Lineage) metal slime knight x lethal armour
EVENT	—

89 HYPER HEYEDRA

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	620
MP	220
Attack	600
Defense	430
Agility	400
Wisdom	700

EQUIPMENT: ✓ ✓ ✓

SKILL: ANTI-DRAGON — 89

TRAITS

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (2 attacks)

CRAFTY ZAMMER — 165

Reduces enemies' resistance to Zam-type magic. Has no effect on enemies who are impervious to Zam-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) flyguy x shadow; stump chump x lesser demon
EVENT	—

68 IMP

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	460
MP	430
Attack	450
Defense	480
Agility	420
Wisdom	480

EQUIPMENT

SKILL FRIZZ & BANG — 1

TRAITS

BANGMEISTER — 23

Boosts Bang-type magic effects while decreasing MP consumption.

CRAFTY BANGER — 161

Reduces enemies' resistance to Bang-type magic. Has no effect on enemies who are impervious to Bang-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	Iceolation (night)
SYNTHESIZE	(examples) lump wizard x wild boarfish; dracky x jailcat
EVENT	—

64 JAILCAT

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	550
MP	350
Attack	470
Defense	450
Agility	320
Wisdom	360

EQUIPMENT

SKILL WOOSH & CRACK — 31

TRAITS

CRACKMEISTER — 25

Boosts Crack-type magic effects while decreasing MP consumption.

STRANGELY ALLURING — 64

Can dazzle enemies and immobilise them at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Vulnerable	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceloation
SYNTHESIZE	(examples) wild boarfish x shell slime; swarmtroopers x snowbird
EVENT	—

190 JAMIRUS

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	560
MP	460
Attack	470
Defense	660
Agility	600
Wisdom	380

EQUIPMENT

SKILL FRIZZ & WOOSH — 4

TRAITS

TACTICAL TROOPER — 49

Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Vulnerable	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) gryphon x pazuzu
EVENT	—

36 JARGON

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	640
MP	100
Attack	720
Defense	500
Agility	40
Wisdom	100

EQUIPMENT

SKILL TOUGHIE — 109

TRAITS

CRITICAL MASSACRE — 5

Doubles the chance of landing a critical hit.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Vulnerable	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) frou-fru x Nature Family; (examples) komodo x healslime; healslime x great sabrecub
EVENT	—

173 JUM

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	750
MP	200
Attack	780
Defense	840
Agility	360
Wisdom	520

EQUIPMENT

✓	✓	✓
✓		

SKILL
DEFENDER — 81

TRAITS

—

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	Vulnerable	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) magmalice x firebird; dancing flame x dark slime
EVENT	—

141 JUMPING JACKAL

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	640
MP	290
Attack	680
Defense	590
Agility	590
Wisdom	150

EQUIPMENT

✓	✓	✓
✓		

SKILL
SPEEDSTER — 82

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

ABLE AMBUSHER — 30
Doubles the chance of launching pre-emptive strikes.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) merman x slime stack; merman x dancing flame
EVENT	—

263 KHALAMARI

MONSTER FAMILY | S RANK | L SIZE

MAX STATS

HP	2080
MP	870
Attack	900
Defense	840
Agility	640
Wisdom	840

EQUIPMENT

✓		

SKILL
KHALAMARI — 170

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

GRAND SLAMMER — 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

CRAFTY DAZZLER — 173
Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies who are impervious to Dazzle-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) khalamari kid x khalamari kid x king squid x king squid
EVENT	—

107 KHALAMARI KID

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	490
MP	450
Attack	570
Defense	600
Agility	450
Wisdom	450

EQUIPMENT

	✓	✓
		✓
✓		

SKILL
AQUAPOTHECARY — 116

TRAITS

STRANGELY ALLURING — 64
Can dazzle enemies and immobilise them at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Vulnerable	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (clear, day)
SYNTHESIZE	(examples) eveel x angel slime; scorpion x mecha-mynah
EVENT	—

18 KILLER PILLAR

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	450
MP	310
Attack	440
Defense	380
Agility	340
Wisdom	420

EQUIPMENT

SKILL BANG & ZAM — 25

TRAITS

DESPERADO — 29

Increases the chance of landing a critical hit when HP is extremely low.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Vulnerable	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) capsichum x bad egg; lips x stump chump
EVENT	—

205 KILLING MACHINE

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	700
MP	300
Attack	620
Defense	750
Agility	730
Wisdom	510

EQUIPMENT

SKILL ASSASSIN — 100

TRAITS

TACTICAL TROOPER — 49

Monster will carry out an action once or twice in a row when not given specific orders

CRAFTY INACTIVIST — 180

Reduces enemies' resistance to missing a turn. Has no effect on enemies who are resistant to missing a turn.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	[illegible]
Bang	Vulnerable	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) hunter mech x mechanoid-wyrm; hunter mech x ruin; hunter mech x phantom swordsman
EVENT	—

201 KING BUBBLE SLIME

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	910
MP	600
Attack	620
Defense	660
Agility	400
Wisdom	720

EQUIPMENT

SKILL BAD BREATH — 97

TRAITS

POISONOUS — 13

Monster may inflict poison on enemies upon being attacked.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) king cureslime x fright knight; angel slime x drakularge
EVENT	—

193 KING CURESLIME

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	880
MP	540
Attack	270
Defense	520
Agility	480
Wisdom	440

EQUIPMENT

SKILL CURE-ALL — 78

TRAITS

HEALTH PROFESSIONAL — 21

Boosts healing spell effects while decreasing MP consumption.

CLOSE SCRAPER — 42

Enables monster to survive fatal damage with 1HP.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) king slime x king slime; (examples) angel slime x dark slime knight; dark slime knight x dancing flame
EVENT	—

128 KING KELP

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	480
MP	560
Attack	560
Defense	700
Agility	560
Wisdom	700

EQUIPMENT

SKILL: ALL-ROUNDER 177

TRAITS

RABBLE ROUSER 63

Can increase tension of all allies at the start of a battle.

RESISTANCES							
Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN	
SCOUT	Unshora
SYNTHESIZE	(examples) puppeteer x bodkin archer; firn fiend x dragon slime
EVENT	—

138 KING SLIME

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	730
MP	400
Attack	520
Defense	600
Agility	280
Wisdom	540

EQUIPMENT

SKILL: CLERIC 115

TRAITS

CRITICAL MASSACRE 5

Doubles the chance of landing a critical hit.

CLOSE SCRAPER 42

Enables monster to survive fatal damage with 1HP.

RESISTANCES							
Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN	
SCOUT	—
SYNTHESIZE	(Lineage) behemoth slime x behemoth slime
EVENT	—

246 KING SQUID

MONSTER FAMILY | S RANK | M SIZE

MAX STATS	
HP	1430
MP	610
Attack	1000
Defense	860
Agility	650
Wisdom	450

EQUIPMENT

SKILL: CLEANSER 79

TRAITS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (3 attacks)

BIG HITTER 16

Increases damage dealt by attacks, skills and abilities.

CRAFTY DECELERATOR 185

Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies who are impervious to Decelerate-type magic.

RESISTANCES							
Frizz	—	Donk	Immune	Poison	50% Resist	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	—
SYNTHESIZE	(Lineage) khalamari kid x night clubber; yabby x gracos
EVENT	—

2 KOMODO

MONSTER FAMILY | F RANK | S SIZE

MAX STATS	
HP	520
MP	100
Attack	520
Defense	460
Agility	400
Wisdom	40

EQUIPMENT

SKILL: DEFENDER 81

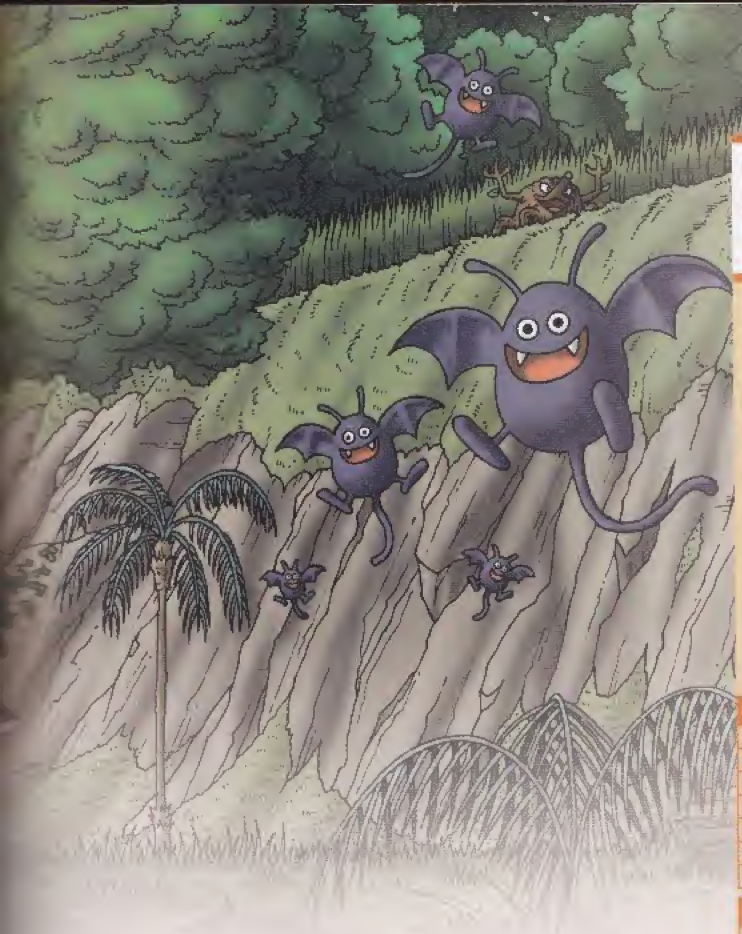
TRAITS

CRAFTY FIRE BREATHER 170

Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

RESISTANCES							
Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	Doubtback (clear, day)
SYNTHESIZE	(examples) slime x swarmptroopers; slime x hell hornet
EVENT	Possible starting monster



274 LEOPOLD

MONSTER FAMILY | X RANK | S SIZE

MAX STATS

HP	750
MP	660
Attack	560
Defense	770
Agility	990
Wisdom	410

EQUIPMENT

		✓	
✓			✓
✓			

SKILL
LEOPOLD 140

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

EARLY BIRD 9
Monster will attack first in battle.

GIANT KILLER 34
Monster can deal heavy damage to large monsters.

FOOT DRAGGER 48
Monster can occasionally refuse to listen to orders and not act.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) dhoulmagus x xenion x baramos x chainine; dhoulmagus x xenion x murdaw x chainine; dhoulmagus x xenion x hargon x chainine
EVENT	—

88 LESSER DEMON

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	460
MP	660
Attack	420
Defense	480
Agility	440
Wisdom	720

EQUIPMENT

	✓		
✓			✓
✓			

SKILL
DIABOLIST 123

TRAITS

CRAFTY DONKER 167
Reduces enemies' resistance to Donk-type magic. Has no effect on enemies who are impervious to Donk-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Vulnerable	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (bad weather)
SYNTHESIZE	(examples) dancing devil x crabid; dessert demon x shadow
EVENT	—

166 LETHAL ARMOUR

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	720
MP	380
Attack	690
Defense	740
Agility	440
Wisdom	360

EQUIPMENT

✓		✓	
✓			
✓			

SKILL
COLD SLEEP 114

TRAITS

ABLE AMBUSHER 30
Doubles the chance of launching pre-emptive strikes.

POISONOUS TOUCH 36
Can poison enemies when attacking.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis
SYNTHESIZE	(Lineage) restless armor x dancing devil; restless armor x lesser demon; restless armor x octavian sentry; (example normal) gryphon x angel slime
EVENT	—

13 LIPS

MONSTER FAMILY | F RANK | S SIZE

MAX STATS	
HP	450
MP	280
Attack	530
Defense	510
Agility	240
Wisdom	220

EQUIPMENT

SKILL: HYPNOTIST 94

TRAITS

CRAFTY CONFUSER 179

Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Gobstopper	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation
SYNTHESIZE	(examples) dracky x bag o' laughs; dracky x slime
EVENT	—

152 LIQUID METAL SLIME

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	32
MP	850
Attack	520
Defense	999
Agility	999
Wisdom	480

EQUIPMENT

SKILL: BOMBARDIER 199

TRAITS

METAL BODY 2

Cuts damage sustained from enemy attacks to 1/3

ESCAPE ARTIST 18

Attacks strike all enemies and damage dealt by skills and abilities increases.

RESISTANCES

Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	—
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	—	Inaction	Immune	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	Bemusoleum; Necropolis; Metal Menagerie
SYNTHESIZE	(Lineage) metal slime x metal slime
EVENT	After 25 communication battles, a liquid metal slime appears in the holding pen

198 LIVING STATUE

MONSTER FAMILY | A RANK | S SIZE

MAX STATS	
HP	900
MP	360
Attack	820
Defense	940
Agility	370
Wisdom	490

EQUIPMENT

SKILL: BARRICADE 92

TRAITS

CRITICAL MASSACRE 5

Doubles the chance of landing a critical hit.

CRAFTY SAPPER 184

Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to Sap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (raining)
SYNTHESIZE	(examples) mimic x pink sanguini; dancing flame x dark slime knight
EVENT	—

61 LUMP WIZARD

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	260
MP	850
Attack	200
Defense	530
Agility	520
Wisdom	999

EQUIPMENT

SKILL: BANG & WOOSH 16

TRAITS

HEALTH PROFESSIONAL 21

Boosts healing spell effects while decreasing MP consumption.

CRAFTY MAGIC DRAINER 175

Reduces enemies' resistance to Drain Magic spells. Has no effect on enemies who are impervious to Drain Magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear)
SYNTHESIZE	(examples) imp x chaining; dracky x imp
EVENT	—

160 MAGIC SLIME

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	570
MP	790
Attack	370
Defense	550
Agility	680
Wisdom	860

EQUIPMENT

		✓
✓		

SKILL SIZZ & ZAP — 52

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

SIZZMEISTER — 28
Boosts Sizz-type magic effects while decreasing MP consumption.

CRAFTY SIZZER — 166
Reduces enemies' resistance to Sizz-type magic. Has no effect on enemies who are impervious to Sizz-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) cyber slime x erazor blade; angel slime x yabby
EVENT	—

165 MAGMALICE

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	700
MP	410
Attack	660
Defense	600
Agility	520
Wisdom	560

EQUIPMENT

✓	✓	
✓	✓	
✓		

SKILL BOLSTERER — 91

TRAITS

FRIZZMEISTER — 22
Boosts Frizz-type magic effects while decreasing MP consumption.

CRAFTY FRIZZER — 160
Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to Frizz-type magic.

RESISTANCES

Frizz	Heals	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Vulerable	Fire Breath	Heals	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Vulnerable	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis (day)
SYNTHESIZE	(Lineage) firm fiend x firebird; (examples) mecha-mynah x yabby; dancing flame x yabby
EVENT	—

135 MALEVOLAMP

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	550
MP	350
Attack	600
Defense	620
Agility	720
Wisdom	500

EQUIPMENT

✓		
		✓
✓		

SKILL WOOSH & ZAP — 34

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (3 attacks)

RABBLE ROUSER — 63
Can increase tension of all allies at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Immune
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) king kelp x aquestrian gladiator; dancing flame x merman
EVENT	Chance encounter with Dragon Quest VI

259 MALROTH

MONSTER FAMILY | S RANK | M SIZE

MAX STATS

HP	1200
MP	960
Attack	890
Defense	930
Agility	650
Wisdom	1190

EQUIPMENT

✓		
✓		✓
✓		

SKILL HEALER — 77

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (3 attacks)

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

HEALTH PROFESSIONAL — 21
Boosts healing spell effects while decreasing MP consumption.

SLEEPY TOUCH — 38
Can put enemies to sleep with a successful attack.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	Vulnerable	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) hargon x khalamari; hargon x buffalogre; hargon x living statue
EVENT	—

227 MARQUIS DE LÉON

MONSTER FAMILY | A RANK | M SIZE

MAX STATS

HP	1240
MP	400
Attack	960
Defense	820
Agility	580
Wisdom	510

EQUIPMENT

✓		✓
✓		✓
✓		

SKILL
BANG & SIZZ — 28

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (3 attacks)

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

CRAFTY CRACKER — 163
Reduces enemies' resistance to Crack-type magic. Has no effect on enemies who are impervious to Crack-type magic.

RESISTANCES

Frizz	—	Donk	Vulnerable	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	Heals	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) buffalogre x mohawker
EVENT	—

102 MECHA-MYNAH

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	500
MP	400
Attack	520
Defense	790
Agility	460
Wisdom	360

EQUIPMENT

✓	✓	
		✓
✓		

SKILL
BIRD BRAIN — 125

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

FAST LEARNER — 69
Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this trait, this percentage will increase.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear); Bemusoleum (night)
SYNTHESIZE	(examples) gold golem x orc; dancing flame x angel slime
EVENT	—

225 MECHAN-O'-WYRM

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	950
MP	300
Attack	850
Defense	999
Agility	320
Wisdom	250

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL
BARRICADE — 92

TRAITS

CRITICAL MASSACRE — 5
Doubles the chance of landing a critical hit.

PARALYSING — 14
Monster may inflict paralysis on enemies upon being attacked.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) metal dragon x great dragon
EVENT	—

185 MEGALODON

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	650
MP	370
Attack	700
Defense	800
Agility	580
Wisdom	380

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL
BREATH — 64

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

MAGIC REGENERATOR — 20
Monster recovers a little MP each time it acts in battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) ethereal serpent x rotten egg; gasbagon x dark slime knight
EVENT	—

31 MENTAL PITCHER

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	400
MP	300
Attack	450
Defense	480
Agility	380
Wisdom	500

EQUIPMENT

SKILL FRIZZ & SIZZ 13

TRAITS

SIZZMEISTER 28

Boosts Sizz-type magic effects while decreasing MP consumption

POISONOUS TOUCH 36

Can poison enemies when attacking.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Immune	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation (raining)
SYNTHESIZE	(examples) hell hornet x argon lizard; swarmtroopers x healslime
EVENT	—

134 MERMAN

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	560
MP	380
Attack	600
Defense	700
Agility	600
Wisdom	500

EQUIPMENT

SKILL AQUAPOTHECARY 116

TRAITS

CRAFTY ABILITERATOR 168

Reduces enemies' resistance to Abiliterator. Has no effect on enemies who are impervious to Abiliterator.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (clear)
SYNTHESIZE	(examples) bodkin archer x hackasaurus; night emperor x dragon slime
EVENT	—

146 METAL DRAGON

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	650
MP	320
Attack	630
Defense	650
Agility	490
Wisdom	330

EQUIPMENT

SKILL ASSASSIN 100

TRAITS

PERILOUS PARRIER 15

Monster will usually sustain more damage, but will occasionally take none.

CRAFTY BLADE BLUNTER 169

Reduces enemies' resistance to Blade Blunter. Has no effect on enemies who are impervious to Blade Blunter.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) red dragon x metal slime knight; red dragon x hunter mech
EVENT	—

211 METAL KAISER SLIME

MONSTER FAMILY | A RANK | M SIZE

MAX STATS

HP	48
MP	890
Attack	480
Defense	900
Agility	920
Wisdom	580

EQUIPMENT

SKILL BANG & ZAM 25

TRAITS

METAL BODY 2

Cuts damage sustained from enemy attacks to 1/3.

EARLY BIRD 9

Monster will attack first in battle.

BIG HITTER 16

Increases damage dealt by attacks, skills and abilities.

TIMID 47

Monster can occasionally become excessively timid and refuse to act.

RESISTANCES

Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	—
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	—	Inaction	Immune	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) metal slime x metal slime x metal slime knight x liquid metal slime
EVENT	—

237 METAL KING SLIME

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	56
MP	999
Attack	650
Defense	999
Agility	910
Wisdom	500

EQUIPMENT

SKILL: BANG & CRACK — 19

TRAITS

METAL BODY — 2
Cuts damage sustained from enemy attacks to 1/3.

ESCAPE ARTIST — 18
Monster will always be able to flee from a battle.

RESISTANCES

Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	—
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	—	Inaction	Immune	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	—
EVENT	Add 150 types of monsters to the holding pen and a metal king slime appears in the holding pen

90 METAL SLIME

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	18
MP	710
Attack	480
Defense	999
Agility	999
Wisdom	460

EQUIPMENT

SKILL: SLIMER — 120

TRAITS

METAL BODY — 2
Cuts damage sustained from enemy attacks to 1/3.

YELLOW-BELLY — 46
Monster may occasionally become flustered and unable to act.

RESISTANCES

Frizz	Immune	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Immune	Drain Magic	Immune	Sleep	Immune
Woosh	Immune	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	Immune	Gobstopper	Immune	Sap	—
Zap	Immune	Ice Breath	Immune	Ban Dance	Immune	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	Immune	Dim	Immune
Sizz	Immune	Dazzle	—	Inaction	Immune	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	(rare appearances in each zone) Iceolation; Cragravation; Unshore; Berrusoleum; Metal Menagerie; Treepidation; Doubtback
SYNTHESIZE	—
EVENT	—

111 METAL SLIME KNIGHT

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	480
MP	350
Attack	500
Defense	610
Agility	400
Wisdom	340

EQUIPMENT

SKILL: DARKLIGHT SLASHES — 70

TRAITS

COUNTERSTRIKER — 12
Monster may launch a counter-attack when attacked.

CRAFTY PARALYSER — 181
Reduces enemies' resistance to paralysis. Has no effect on enemies who are impervious to paralysis.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) behemoth slime x phantom fencer; angel slime x firn fiend
EVENT	—

181 MIMIC

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	680
MP	400
Attack	600
Defense	680
Agility	660
Wisdom	420

EQUIPMENT

SKILL: NIGHTMARE — 113

TRAITS

CRITICAL MASSACRE — 5
Doubles the chance of landing a critical hit.

PRO TALENT SCOUT — 44
Scout gauge will be boosted considerably when a show of strength is launched.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis
SYNTHESIZE	(Lineage) cannibox x golem; (examples) mecha-mynah x ethereal serpent; dancing flame x grim rider
EVENT	—

11 MISCHIEVOUS MOLE

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	500
MP	120
Attack	560
Defense	520
Agility	280
Wisdom	200

EQUIPMENT

	✓	
✓	✓	
✓		

SKILL
GUERILLA 99

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

LOOTIST 71
The chance of receiving items after a battle is increased. If multiple monsters in the team possess this trait, this chance will increase further.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Vulnerable	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback
SYNTHESIZE	(examples) platypunk x swarmptroopers; platypunk x dracky
EVENT	—

156 MISSING LYNX

MONSTER FAMILY | C RANK | L SIZE

MAX STATS

HP	1490
MP	150
Attack	790
Defense	550
Agility	670
Wisdom	410

EQUIPMENT

✓		

SKILL
MISSING LYNX 167

TRAITS

GRAND SLAMMER 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

IMPOSING 67
The monster's imposing presence can immobilise enemies at the start of a battle.

CRAFTY WOOSHER 162
Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies who are impervious to Woosh-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	50% Resist
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	Heals	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback
SYNTHESIZE	—
EVENT	—

214 MOHAWKER

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	940
MP	330
Attack	770
Defense	850
Agility	420
Wisdom	520

EQUIPMENT

	✓	
	✓	✓
✓		

SKILL
WHITE KNIGHT 75

TRAITS

CRITICAL MASSACRE 5
Doubles the chance of landing a critical hit.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) buffalogre x wild slime; buffalogre x great sabrecat; buffalogre x bone baron
EVENT	—

221 MOOSIFER

MONSTER FAMILY | A RANK | S SIZE

MAX STATS	
HP	840
MP	440
Attack	800
Defense	810
Agility	500
Wisdom	600

EQUIPMENT

SKILL: CRACK & SIZZ — 49

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

SIZZMEISTER — 28
Boosts Sizz-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) buffalogre x satyr; buffalogre x pan piper
EVENT	—

288 MORTAMOR

??? MONSTER FAMILY | X RANK | M SIZE

MAX STATS	
HP	1090
MP	1170
Attack	690
Defense	890
Agility	1100
Wisdom	1260

EQUIPMENT

SKILL: MORTAMOR — 146

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

MAGIC REGENERATOR — 20
Monster recovers a little MP each time it acts in battle.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	Vulnerable	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) nimzo x astark
EVENT	—

218 MORTELLA

MONSTER FAMILY | A RANK | M SIZE

MAX STATS	
HP	1090
MP	500
Attack	790
Defense	660
Agility	1010
Wisdom	1020

EQUIPMENT

SKILL: MORTELLA — 161

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

PARALYSING TOUCH — 35
Can paralyse enemies when attacking.

HECKLING HECTOR — 62
When an enemy's tension increases in battle, all foes' tension will automatically decrease.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Vulnerable	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) overkilling machine x Dual Duellers; overkilling machine x Thornella; overkilling machine x Dorsal Fiend; overkilling machine x Exorsus
EVENT	—

63 MOTTLE SLIME

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	550
MP	300
Attack	460
Defense	450
Agility	410
Wisdom	330

EQUIPMENT

SKILL: WOOSH & SIZZ — 40

TRAITS

CRAFTY ZAPPER — 164
Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Chance encounter with Dragon Quest VI
SYNTHESIZE	(examples) shell slime x headhunter; slime x snowbird
EVENT	—

12 MUD MANNEQUIN

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	490
MP	350
Attack	390
Defense	460
Agility	300
Wisdom	100

EQUIPMENT

SKILL DANCER 107

TRAITS

CRAFTY DANCE BANNER 178

Reduces enemies' resistance to Ban Dance. Has no effect on enemies who are impervious to Ban Dance.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation
SYNTHESIZE	(examples) bag o' laughs x platypunk; mischievous mole x stump chump
EVENT	—

29 MUDDY HAND

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	430
MP	330
Attack	420
Defense	470
Agility	330
Wisdom	430

EQUIPMENT

SKILL MATERIALIST 128

TRAITS

—

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation
SYNTHESIZE	(examples) funghoul x winky; funghoul x dracky
EVENT	—

222 MUM

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	600
MP	600
Attack	600
Defense	650
Agility	500
Wisdom	800

EQUIPMENT

SKILL MAGE AID 83

TRAITS

—

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	Vulnerable
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) jum x Material Family; boe x Material Family; boh x Material Family
EVENT	—

255 MUMBOH-JUMBOE

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	920
MP	600
Attack	999
Defense	999
Agility	350
Wisdom	800

EQUIPMENT

SKILL BARRICADE 92

TRAITS

BANGMEISTER 23

Boosts Bang-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) jum x boe x mum x boh
EVENT	—

48 MUMMY BOY

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	560
MP	240
Attack	510
Defense	560
Agility	360
Wisdom	220

EQUIPMENT

SKILL
GRAVEHEART 122

TRAITS

SLEEPY TOUCH 38
Can put enemies to sleep with a successful attack.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (night)
SYNTHESIZE	(examples) drohl drone x heedoovoodoo; drohl drone x dracky
EVENT	—

256 MURDAW

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	770
MP	940
Attack	690
Defense	760
Agility	820
Wisdom	940

EQUIPMENT

SKILL
NIGHTMARE 113

TRAITS

CRACKMEISTER 25
Boosts Crack-type magic effects while decreasing MP consumption.

CRAFTY ICE BREATHER 171
Reduces enemies' resistance to Ice Breath. Has no effect on enemies who are impervious to Ice Breath.

CRAFTY SLEEPER 182
Reduces enemies' resistance to sleep. Has no effect on enemies who are impervious to sleep.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Vulnerable	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) bjorn x night clubber
EVENT	—

50 NARDRAGON

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	600
MP	100
Attack	600
Defense	530
Agility	380
Wisdom	100

EQUIPMENT

SKILL
MARTYR 111

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

CRAFTY INACTIVIST 180
Reduces enemies' resistance to missing a turn. Has no effect on enemies who are resistant to missing a turn.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	Vulnerable
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (fog)
SYNTHESIZE	(Lineage) komodo x Material Family
EVENT	—

251 NEMESLIME

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	800
MP	570
Attack	780
Defense	720
Agility	750
Wisdom	610

EQUIPMENT

SKILL
REAPER 112

TRAITS

TACTICAL TROOPER 49
Monster will carry out an action once or twice in a row when not given specific orders.

IMPOSING 67
The monster's imposing presence can immobilise enemies at the start of a battle.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	Vulnerable
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Reflects	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	—
EVENT	After 200 communication battles, every 10 communication battles offer a reward. There is a small chance of nemeslime being the reward.

249 NIGHT CLUBBER

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	999
MP	350
Attack	999
Defense	999
Agility	500
Wisdom	350

EQUIPMENT

SKILL MARTYR — 111

TRAITS

LAST WORD — 8
Monster will attack last in battle.

GIANT KILLER — 34
Monster can deal heavy damage to large monsters.

RESISTANCES

Frizz	—	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) boss troll x frou-frou; boss troll x pazuzu
EVENT	—

79 NIGHT EMPEROR

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	570
MP	520
Attack	480
Defense	530
Agility	280
Wisdom	540

EQUIPMENT

SKILL BAD BREATH — 97

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

CRAFTY SLEEPER — 182
Reduces enemies' resistance to sleep. Has no effect on enemies who are impervious to sleep.

RESISTANCES

Frizz	—	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear)
SYNTHESIZE	(examples) teeny sanguini x snail slime; mischievous mole x dancing devil
EVENT	—

210 NIGHT KNIGHT

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	780
MP	420
Attack	810
Defense	850
Agility	580
Wisdom	800

EQUIPMENT

SKILL SIZZ & ZAM — 55

TRAITS

METAL BEATER — 6
Damage inflicted on enemies with metal bodies will increase by 1 point.

FLY SWATTER — 7
Prevents enemies from using Artful Dodger.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) wailin' weed x demon-at-arms; bona constrictor x gripevine
EVENT	—

277 NIMZO

??? MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	1200
MP	720
Attack	580
Defense	1050
Agility	970
Wisdom	690

EQUIPMENT

SKILL NIMZO — 145

TRAITS

DOUBLE TROUBLE — 4
Monster will act twice in succession when not given specific orders.

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

DISRUPTIVE WAVE — 61
Disruptive Wave may be launched automatically during battles.

CRAFTY SAPPER — 184
Reduces enemies' resistance to Sap-type magic. Has no effect on enemies who are impervious to Sap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Vulnerable
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) baramos x khalamari; baramos x drakulard
EVENT	—

139 NOBLE GASBAGON

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	710
MP	280
Attack	670
Defense	620
Agility	390
Wisdom	210

EQUIPMENT: ✓ ✓ ✓ ✓ ✓

SKILL: BOMBARDIER 108

TRAITS

ABLE AMBUSHER 30

Doubles the chance of launching pre-emptive strikes.

CRAFTY BANGER 161

Reduces enemies' resistance to Bang-type magic. Has no effect on enemies who are impervious to Bang-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) aquestrian gladiator x dragon slime; barracuda x merman
EVENT	Chance encounter with Dragon Quest VI

292 NOKTURNUS

MONSTER FAMILY | X RANK | S SIZE

MAX STATS	
HP	830
MP	400
Attack	870
Defense	820
Agility	780
Wisdom	740

EQUIPMENT: ✓ ✓ ✓ ✓

SKILL: CRUSADER 103

TRAITS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (3 attacks)

COUNTERSTRIKER 12

Monster may launch a counter-attack when attacked.

INTIMIDATING 68

Can intimidate enemies and immobilise them at the start of a battle.

RESISTANCES

Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Immune
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	Immune	Whack	Immune	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) dhuran x Dr Snapped
EVENT	—

154 NOTSO MACHO

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	740
MP	220
Attack	650
Defense	670
Agility	340
Wisdom	340

EQUIPMENT: ✓ ✓ ✓ ✓

SKILL: BERSERKER 110

TRAITS

CRAFTY ABILITERATOR 168

Reduces enemies' resistance to Abiliterator. Has no effect on enemies who are impervious to Abiliterator.

CRAFTY BLADE BLUNTER 169

Reduces enemies' resistance to Blade Blunter. Has no effect on enemies who are impervious to Blade Blunter.

RESISTANCES

Frizz	—	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) jumping jackal x paws; merman x yabby
EVENT	—

136 OCTAVIAN SENTRY

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	590
MP	480
Attack	540
Defense	640
Agility	500
Wisdom	520

EQUIPMENT

✓	✓	
✓		
✓		

SKILL THUNDERWIND SLASHES 68

TRAITS

ABLE AMBUSHER 30

Doubles the chance of launching pre-emptive strikes.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Vulnerable	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore
SYNTHESIZE	(examples) dangler fish x puppeteer; lesser demon x merman
EVENT	—

94 ORC

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	550
MP	330
Attack	620
Defense	550
Agility	450
Wisdom	350

EQUIPMENT

✓		
✓	✓	
✓		

SKILL SPEEDSTER 82

TRAITS

HEALTH PROFESSIONAL 21

Boosts healing spell effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Vulnerable	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) fencing fox x crabid; night emperor x rubble slime
EVENT	—

290 ORGODEMIR

??? MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	1130
MP	1090
Attack	910
Defense	1110
Agility	670
Wisdom	1230

EQUIPMENT

✓		
✓		✓
✓		

SKILL MUSPELL 105

TRAITS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (2 attacks)

BIG HITTER 16

Increases damage dealt by attacks, skills and abilities.

CRAFTY FIRE BREATHER 170

Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

CRAFTY ICE BREATHER 171

Reduces enemies' resistance to Ice Breath. Has no effect on enemies who are impervious to Ice Breath.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Reflect	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Reflect	Ban Dance	Vulnerable	Decelerate	—
Zam	—	Whack	Immune	Confusion	50% Resist	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) mortamor x alabast dragon
EVENT	—

279 OROCHI

MONSTER FAMILY | X RANK | L SIZE

MAX STATS

HP	2420
MP	360
Attack	610
Defense	930
Agility	370
Wisdom	590

EQUIPMENT

✓		

SKILL OROCHI 154

TRAITS

HIT SQUAD 10

Monster can launch multiple attacks in succession. (2 attacks)

GRAND SLAMMER 17

Attacks strike all enemies and damage dealt by skills and abilities increases.

TACTICAL GENIUS 50

Monster will carry out an action 1-3 times in a row when not given specific orders.

CRAFTY FIRE BREATHER 170

Reduces enemies' resistance to Fire Breath. Has no effect on enemies who are impervious to Fire Breath.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Vulnerable	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) wormonger x missing lynx x bjorn x empyrea
EVENT	—

248 OVERKILLING MACHINE

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	850
MP	440
Attack	650
Defense	770
Agility	790
Wisdom	530

EQUIPMENT

SKILL: THUNDERWIND SLASHES — 68

TRAITS

DOUBLE TROUBLE — 4
Monster will act twice in succession when not given specific orders.

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

CRAFTY INACTIVIST — 180
Reduces enemies' resistance to missing a turn. Has no effect on enemies who are resistant to missing a turn.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	—
Bang	Vulnerable	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) killing machine x killing machine x balhib x balhib
EVENT	Chance encounter with Dragon Quest VI

52 PAN PIPER

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	520
MP	360
Attack	460
Defense	470
Agility	370
Wisdom	410

EQUIPMENT

SKILL: NIGHTMARE — 113

TRAITS

SLEEPY TOUCH — 38
Can put enemies to sleep with a successful attack.

CRAFTY SLEEPER — 182
Reduces enemies' resistance to sleep. Has no effect on enemies who are impervious to sleep.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	Vulnerable	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) satyr x dingaling; (examples) mischievous mole x wild slime; mischievous mole x frogface
EVENT	—

140 PAWS

MONSTER FAMILY | C RANK | S SIZE

MAX STATS	
HP	610
MP	220
Attack	640
Defense	590
Agility	680
Wisdom	560

EQUIPMENT

SKILL: ANTI-METAL — 90

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

HECKLING HECTOR — 62
When an enemy's tension increases in battle, all foes' tension will automatically decrease.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore
SYNTHESIZE	(examples) treeface x slime stack; scorpion x merman
EVENT	—

232 PAZUZU

MONSTER FAMILY | A RANK | S SIZE

MAX STATS	
HP	780
MP	430
Attack	660
Defense	810
Agility	820
Wisdom	720

EQUIPMENT

SKILL: BOMBARDIER — 108

TRAITS

WOOSHMEISTER — 24
Boosts Woosh-type magic effects while decreasing MP consumption.

CRAFTY WOOSHER — 162
Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies who are impervious to Woosh-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) silvapithecus x king squid; silvapithecus x gigantes; silvapithecus x jamirus
EVENT	—

104 PHANTOM FENCER

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	470
MP	350
Attack	510
Defense	570
Agility	700
Wisdom	560

EQUIPMENT

SKILL WIND BLOWER 73

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

GIANT KILLER 34
Monster can deal heavy damage to L monsters.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Uashore (fog); Bemusoleum (night)
SYNTHESIZE	(examples) skeleton x cross eye; stump chump x mecha-mynah
EVENT	—

167 PHANTOM SWORDSMAN

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	580
MP	580
Attack	500
Defense	580
Agility	820
Wisdom	620

EQUIPMENT

SKILL WOOSH & ZAM 37

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

CONFUSING TOUCH 37
Can confuse enemies when attacking.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis
SYNTHESIZE	(Lineage) skeleton soldier x skeleton soldier
EVENT	—

180 PINK SANGUINI

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	640
MP	450
Attack	600
Defense	600
Agility	740
Wisdom	460

EQUIPMENT

SKILL WOOSH & CRACK 31

TRAITS

STRANGELY ALLURING 64
Can dazzle enemies and immobilise them at the start of a battle.

FAST LEARNER 69
Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this trait, this percentage will increase.

CRAFTY MAGICAL SABOTEUR 187
Reduces enemies' resistance to Magic Frailty. Has no effect on enemies who are impervious to Magic Frailty.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) cockateer x giant moth; merman x grim rider
EVENT	—

4 PLATYPUNK

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	460
MP	300
Attack	420
Defense	470
Agility	330
Wisdom	310

EQUIPMENT

SKILL NATURALIST 121

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (3 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Vulnerable	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback
SYNTHESIZE	(examples) slime x ghost; slime x stump chump
EVENT	Possible starting monster

45 POWIE YOWIE

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	600
MP	210
Attack	500
Defense	450
Agility	330
Wisdom	370

EQUIPMENT

	✓		
			✓

SKILL
CRACK & ZAP — 43

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

CRAFTY ICE BREATHER — 171
Reduces enemies' resistance to Ice Breath. Has no effect on enemies who are impervious to Ice Breath.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Immune	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Vulnerable	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) weakon beakon x great sabrecub; mischievous mole x drohl drone
EVENT	—

276 PRINCE O'THIEVES

MONSTER FAMILY | X RANK | S SIZE

MAX STATS

HP	860
MP	460
Attack	820
Defense	760
Agility	840
Wisdom	400

EQUIPMENT

	✓		
✓	✓		
✓			

SKILL
CURSADER — 104

TRAITS

TACTICAL TROOPER — 49
Monster will carry out an action once or twice in a row when not given specific orders.

INTIMIDATING — 68
Can intimidate enemies and immobilise them at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Vulnerable	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Chance Encounter
SYNTHESIZE	—
EVENT	—

275 PSARO

MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	1350
MP	540
Attack	1000
Defense	1160
Agility	880
Wisdom	580

EQUIPMENT

✓	✓		
	✓		
✓			

SKILL
NIFLHEIM — 106

TRAITS

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

DESPERADO — 29
Increases the chance of landing a critical hit when HP is extremely low.

CRAFTY WHACKER — 172
Reduces enemies' resistance to Whack-type magic. Has no effect on enemies who are impervious to Whack-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	Vulnerable	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) rosaguardin x ruin
EVENT	—

121 PUPPETEER

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	600
MP	500
Attack	520
Defense	610
Agility	500
Wisdom	500

EQUIPMENT

✓		✓	
	✓		
✓			

SKILL
ALL-ROUNDER — 117

TRAITS

—

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Vulnerable	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) firm fiend x khalamari kid; dancing flame x firm fiend
EVENT	—

106 RED DRAGON

MONSTER FAMILY | D RANK | M SIZE

MAX STATS

HP	780
MP	390
Attack	610
Defense	760
Agility	500
Wisdom	490

EQUIPMENT

SKILL SEAL 93

TRAITS

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

MAGIC REGENERATOR 20
Monster recovers a little MP each time it acts in battle.

CRAFTY CONFUSER 179
Reduces enemies' resistance to confusion. Has no effect on enemies who are impervious to confusion.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	Vulnerable	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) green dragon x Beast Family; (examples) komodo x silvapithecus; komodo x mecha-mynah
EVENT	—

137 RESTLESS ARMOUR

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	600
MP	360
Attack	630
Defense	740
Agility	480
Wisdom	420

EQUIPMENT

SKILL ANTI-DRAGON 89

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

CRAFTY DONKER 167
Reduces enemies' resistance to Donk-type magic. Has no effect on enemies who are impervious to Donk-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bernuseleum (clear, day)
SYNTHESIZE	(examples) walking corpse x king kelp; bona constrictor x merman
EVENT	—

293 RHAPTHORNE

??? MONSTER FAMILY | X RANK | S SIZE

MAX STATS

HP	760
MP	999
Attack	510
Defense	950
Agility	999
Wisdom	999

EQUIPMENT

SKILL RHAPTHORNE 142

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

DISRUPTIVE WAVER 61
Disruptive Wave may be launched automatically during battles.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Vulnerable	Decelerate	—
Zam	Heals	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) dhoulmagus x nimzo; dhoulmagus x mortamar
EVENT	—

296 RHAPTHORNE II

??? MONSTER FAMILY | X RANK | L SIZE

MAX STATS

HP	1960
MP	1180
Attack	660
Defense	1000
Agility	550
Wisdom	610

EQUIPMENT

SKILL RHAPTHORNE II 143

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

GRAND SLAMMER 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

TACTICAL TROOPER 49
Monster will carry out an action once or twice in a row when not given specific orders.

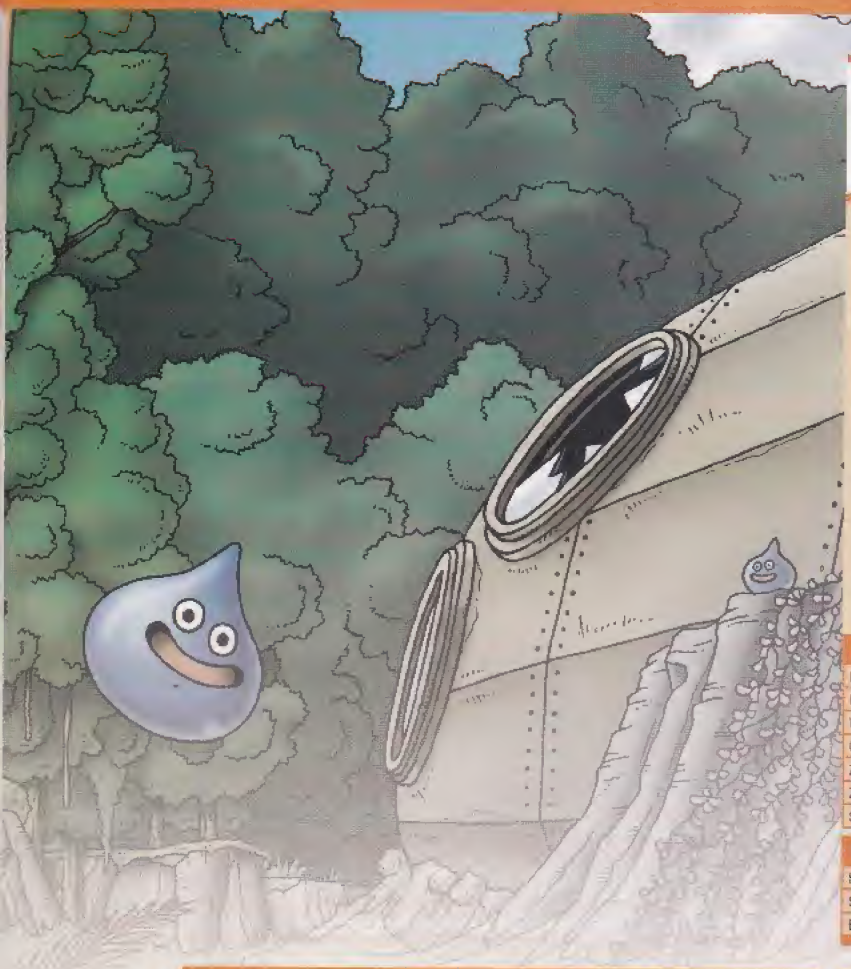
CRAFTY ZAMMER 165
Reduces enemies' resistance to Zam-type magic. Has no effect on enemies who are impervious to Zam-type magic.

RESISTANCES

Frizz	—	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Vulnerable
Zam	Heals	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

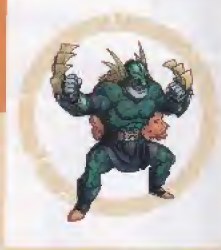
HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) rhapthorne x zoma; rhapthorne x orgodemir
EVENT	—



213 RIPTIDE

MONSTER FAMILY | A RANK | S SIZE



MAX STATS

HP	620
MP	290
Attack	590
Defense	790
Agility	820
Wisdom	680

EQUIPMENT

	✓	
✓		✓
✓		

SKILL
FIREWIND SLASHES — 67

TRAITS

EARLY BIRD — 9
Monster will attack first in battle.

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

FOOT DRAGGER — 48
Monster can occasionally refuse to listen to orders and not act.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) heligator x jumping jackal
EVENT	—

242 ROBBIN' HOOD

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	860
MP	580
Attack	900
Defense	950
Agility	800
Wisdom	500

EQUIPMENT

	✓	
✓	✓	
✓		

SKILL
BOUNTY HUNTER — 102

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

IMPOSING — 67
The monster's imposing presence can immobilise enemies at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Chance encounter
SYNTHESIZE	—
EVENT	—

143 ROBBIN' HUDDLE

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	610
MP	230
Attack	600
Defense	590
Agility	740
Wisdom	500

EQUIPMENT

✓		✓
		✓
✓		

SKILL
GUERILLA — 99

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (4 attacks)

YELLOW-BELLY — 46
Monster may occasionally become flustered and unable to act.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Chance encounter
SYNTHESIZE	—
EVENT	—

46 ROCKBOMB

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	600
MP	150
Attack	490
Defense	680
Agility	230
Wisdom	490

EQUIPMENT: ✓ ✓ ✓ ✓ ✓ ✓

SKILL: MARTYR 111

TRAITS

PSYCHO 3

Allows monsters to psyche up in battle.

RESISTANCES							
Frizz	—	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	Doubtback
SYNTHESIZE	(examples) cheeky tiki x weakon beakon; spitnik x drohl drone
EVENT	—

224 ROSEGUARDIN

MONSTER FAMILY | A RANK | S SIZE

MAX STATS	
HP	620
MP	400
Attack	730
Defense	610
Agility	560
Wisdom	560

EQUIPMENT: ✓ ✓ ✓ ✓ ✓

SKILL: DIMINISHER 98

TRAITS

COUNTERSTRIKER 12

Monster may launch a counter-attack when attacked.

TACTICAL TROOPER 49

Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES							
Frizz	—	Donk	—	Poison	—	Paralysis	Vulnerable
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Vulnerable	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	—
SYNTHESIZE	(Lineage) lethal armour x riptide; lethal armour x bone baron
EVENT	—

177 ROTTEN EGG

MONSTER FAMILY | B RANK | S SIZE

MAX STATS	
HP	590
MP	330
Attack	640
Defense	680
Agility	580
Wisdom	460

EQUIPMENT: ✓ ✓ ✓ ✓ ✓

SKILL: GREEN FINGER 126

TRAITS

COUNTERSTRIKER 12

Monster may launch a counter-attack when attacked.

CRAFTY SIZZER 166

Reduces enemies' resistance to Sizz-type magic. Has no effect on enemies who are impervious to Sizz-type magic.

RESISTANCES							
Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	—
SYNTHESIZE	(examples) dark slime x skeleton soldier; dark slime x dancing flame
EVENT	—

91 RUBBLE SLIME

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	630
MP	160
Attack	610
Defense	650
Agility	390
Wisdom	410

EQUIPMENT: ✓ ✓ ✓ ✓ ✓ ✓

SKILL: BANG & SIZZ 28

TRAITS

PERILOUS PARRIER 15

Monster will usually sustain more damage, but will occasionally take none.

RESISTANCES							
Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN	
SCOUT	Cragravation; Bemusoleum
SYNTHESIZE	(examples) slime knight x flyguy; slime x lesser demon
EVENT	—

265 RUIN

MONSTER FAMILY | S RANK | L SIZE

MAX STATS

HP	2280
MP	340
Attack	680
Defense	1250
Agility	460
Wisdom	460

EQUIPMENT

SKILL
RUIN 153

TRAITS

DOUBLE TROUBLE 4
Monster will act twice in succession when not given specific orders.

LAST WORD 8
Monster will attack last in battle.

HOPEFUL HITTER 11
Attacks often miss the mark, but can deliver critical hits

GRAND SLAMMER 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

RESISTANCES

Frizz	—	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) mumboh-jumboe x living statue; mumboh-jumboe x gold golem; stormsgate citadel x living statue; stormsgate citadel x gold golem
EVENT	—

287 SAGITTAR

MONSTER FAMILY | X RANK | L SIZE

MAX STATS

HP	1990
MP	480
Attack	640
Defense	990
Agility	730
Wisdom	530

EQUIPMENT

SKILL
SAGITTAR 171

TRAITS

DOUBLE TROUBLE 4
Monster will act twice in succession when not given specific orders.

EARLY BIRD 9
Monster will attack first in battle.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (4 attacks)

GRAND SLAMMER 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	Immune	Abiliterator	Vulnerable	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) trauminator x overkilling machine x killing machine x trap box
EVENT	—

19 SATYR

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	460
MP	270
Attack	450
Defense	420
Agility	300
Wisdom	500

EQUIPMENT

SKILL
DANCER 107

TRAITS

TALENT SCOUT 43
Scout gauge can be boosted when a show of strength is launched.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Vulnerable
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback
SYNTHESIZE	(examples) mischievous mole x capsicum; mischievous mole x dracky
EVENT	—

17 SCISSOR BEATLE

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	450
MP	90
Attack	540
Defense	630
Agility	390
Wisdom	250

EQUIPMENT

✓	✓	
		✓
✓		

SKILL HIVE MIND 127

TRAITS

PSYCHO 3

Allows monsters to psyche up in battle

CRAFTY PARALYSER 181

Reduces enemies' resistance to paralysis. Has no effect on enemies who are impervious to paralysis.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation
SYNTHESIZE	(Lineage) scorpion x yabby
EVENT	—

93 SCORPION

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	480
MP	330
Attack	520
Defense	840
Agility	620
Wisdom	220

EQUIPMENT

	✓	
✓		✓
✓		

SKILL HIVE MIND 127

TRAITS

CRITICAL MASSACRE 5

Doubles the chance of landing a critical hit.

PARALYSING TOUCH 35

Can paralyse enemies when attacking.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation
SYNTHESIZE	(Lineage) crabid x Nature Family
EVENT	—

132 SEA DRAGON

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	620
MP	420
Attack	530
Defense	600
Agility	540
Wisdom	520

EQUIPMENT

	✓	
✓		✓
✓		

SKILL ICE 61

TRAITS

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks.

CRAFTY ICE BREATHER 171

Reduces enemies' resistance to Ice Breath. Has no effect on enemies who are impervious to Ice Breath.

RESISTANCES

Frizz	—	Donk	Vulnerable	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) seasaur x eveel
EVENT	—

99 SEASAUR

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	660
MP	120
Attack	710
Defense	740
Agility	240
Wisdom	200

EQUIPMENT

✓	✓	✓
✓		

SKILL DRAGON LORE 124

TRAITS

ARTFUL DODGER 1

Doubles the chance of evading enemy attacks.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (fog)
SYNTHESIZE	(examples) gasbason x rubble slime; komodo x angel slime
EVENT	—

33 SEE URCHIN

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	280
MP	320
Attack	320
Defense	400
Agility	900
Wisdom	500

EQUIPMENT

		✓
✓	✓	
✓		

SKILL
AQUAPOTHECARY 116

TRAITS

HEALTH PROFESSIONAL 21
Boosts healing spell effects while decreasing MP consumption.

CRAFTY DANCE BANNER 178
Reduces enemies' resistance to Ban Dance. Has no effect on enemies who are impervious to Ban Dance.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Vulnerable	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (clear)
SYNTHESIZE	(example) conklave x hammerhood; dracky x healslime
EVENT	—

80 SHADOW

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	350
MP	530
Attack	460
Defense	540
Agility	900
Wisdom	460

EQUIPMENT

✓	✓	
✓		
✓		

SKILL
REAPER 112

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

ZAMMEISTER 27
Boosts Zam-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Heals	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceloation (night); Cragravation
SYNTHESIZE	(examples) cannibox x teeny sanguini; dancing flame x dancing devil
EVENT	—

56 SHELL SLIME

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	410
MP	450
Attack	490
Defense	980
Agility	170
Wisdom	390

EQUIPMENT

✓		
✓		✓
✓		

SKILL
BOLSTERER 91

TRAITS

TALENT SCOUT 43
Scout gauge can be boosted when a show of strength is launched.

CRAFTY MAGICAL SABOTEUR 187
Reduces enemies' resistance to Magic Frailty. Has no effect on enemies who are impervious to Magic Frailty.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Vulnerable	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (clear)
SYNTHESIZE	(examples) wild slime x mummy boy; slime x wild slime
EVENT	—

35 SHE-SLIME

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	480
MP	380
Attack	470
Defense	480
Agility	420
Wisdom	440

EQUIPMENT

		✓
✓		✓
✓		

SKILL
FRIZZ & ZAP 7

TRAITS

FRIZZMEISTER 22
Boosts Frizz-type magic effects while decreasing MP consumption.

CRAFTY DAZZLER 173
Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies who are impervious to Dazzle-type magic.

RESISTANCES

Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Vulnerable
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) healslime x muddy hand; slime x healslime
EVENT	—

244 SHOGUM

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	770
MP	540
Attack	750
Defense	680
Agility	670
Wisdom	710

EQUIPMENT

SKILL: ICEPOLSION SLASHES 69

TRAITS

COUNTERSTRIKER 12

Monster may launch a counter-attack when attacked

TACTICAL TROOPER 49

Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) metal kaiser slime x metal kaiser slime
EVENT	Chance encounter with Dragon Quest IX

103 SILVAPITHECUS

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	530
MP	460
Attack	460
Defense	540
Agility	480
Wisdom	560

EQUIPMENT

SKILL: DIABOLIST 123

TRAITS

CRAFTY FIZZLER 176

Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies who are impervious to Fizzle-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Vulnerable	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear); Necropolis
SYNTHESIZE	(examples) cross eye x orc; lesser demon x angel slime
EVENT	—

77 SKELEGON

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	660
MP	180
Attack	660
Defense	580
Agility	320
Wisdom	240

EQUIPMENT

SKILL: CRACK & ZAM 46

TRAITS

CRACKMEISTER 25

Boosts Zam-type magic effects while decreasing MP consumption.

ZAMMEISTER 27

Boosts Zam-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (raining); Bemusoleum (night)
SYNTHESIZE	(Lineage) green dragon x Undead Family; hacksaurus x Undead Family
EVENT	—

97 SKELETON

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	620
MP	290
Attack	580
Defense	630
Agility	340
Wisdom	280

EQUIPMENT

SKILL: ENFEEBLER 85

TRAITS

CRAFTY ABILITERATOR 168

Reduces enemies' resistance to Abiliterator. Has no effect on enemies who are impervious to Abiliterator.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (fog); Bemusoleum (raining, night)
SYNTHESIZE	(examples) hyper heyedra x lesser demon; stump chump x rubble slime
EVENT	—

168 SKELETON SOLDIER

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	750
MP	420
Attack	650
Defense	580
Agility	440
Wisdom	440

EQUIPMENT

✓	✓		
✓			
✓			

SKILL HEALER — 77

TRAITS

PARALYSING TOUCH — 35

Can paralyse enemies when attacking.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis (day)
SYNTHESIZE	(examples) heyedra x jumping jackal; bone constrictor x gryphon
EVENT	—

159 SKELETON X

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	680
MP	350
Attack	640
Defense	660
Agility	380
Wisdom	300

EQUIPMENT

✓	✓		
✓			
✓			

SKILL ANTIMAGIC — 87

TRAITS

COUNTERSTRIKER — 12

Monster may launch a counter-attack when attacked.

HECKLING HECTOR — 62

When an enemy's tension increases in battle, all foes' tension will automatically decrease.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) skeleton x skeleton (both must be level 20 or higher)
EVENT	—

272 SKELETON XY

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	870
MP	540
Attack	850
Defense	890
Agility	590
Wisdom	530

EQUIPMENT

✓	✓		
✓			
✓			

SKILL ÜBER KNIGHT — 218

TRAITS

COUNTERSTRIKER — 12

Monster may launch a counter-attack when attacked.

CLOSE SCRAPER — 42

Enables monster to survive fatal damage with 1HP.

DISRUPTIVE WAVER — 61

Disruptive Wave may be launched automatically during battles.

CRAFTY SAGGER — 183

Reduces enemies' resistance to Sag-type magic. Has no effect on enemies who are impervious to Sag-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) skeleton X x skeleton X (both must be level 50 or higher)
EVENT	—

69 SKIPPER

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	430
MP	320
Attack	450
Defense	700
Agility	420
Wisdom	320

EQUIPMENT

✓			
✓			✓
✓			

SKILL SABOTEUR — 86

TRAITS

ESCAPE ARTIST — 18

Monster will always be able to flee from a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) mummy boy x frogface; stump chump x jailcat
EVENT	—

1 SLIME

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	410
MP	300
Attack	400
Defense	450
Agility	390
Wisdom	410

EQUIPMENT

		✓
✓		✓
✓		

SKILL SLIME — 120

TRAITS

CRITICAL MASSACRE — 5

Doubles the chance of landing a critical hit.

CRAFTY FRIZZER — 160

Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies who are impervious to Frizz-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Albatross, Treapidation
SYNTHESIZE	—
EVENT	—

83 SLIME KNIGHT

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	500
MP	370
Attack	440
Defense	600
Agility	420
Wisdom	420

EQUIPMENT

✓		
✓		✓
✓		

SKILL WHITE KNIGHT — 75

TRAITS

COUNTERSTRIKER — 12

Monster may launch a counter-attack when attacked.

CRAFTY BANGER — 161

Reduces enemies' resistance to Bang-type magic. Has no effect on enemies who are impervious to Bang-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) snowmangler x hellhound; slime x night emperor
EVENT	—

131 SLIME STACK

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	670
MP	420
Attack	550
Defense	570
Agility	400
Wisdom	520

EQUIPMENT

✓	✓	✓
✓		

SKILL BANG & ZAP — 22

TRAITS

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (3 attacks)

FAST LEARNER — 69

Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this trait, this percentage will increase.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Vulnerable	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	Immune
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Cragravation (clear)
SYNTHESIZE	(examples) metal slime knight x wrecktor; angel slime x dangler fish
EVENT	—

114 SLIME X

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	540
MP	360
Attack	500
Defense	510
Agility	470
Wisdom	490

EQUIPMENT

		✓
✓		✓
✓		

SKILL SLIMER — 120

TRAITS

CRITICAL MASSACRE — 5

Doubles the chance of landing a critical hit.

TACTICAL TROOPER — 49

Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) slime x slime (both must be level 20 or higher)
EVENT	—

266 SLIME XY

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	780
MP	630
Attack	730
Defense	770
Agility	740
Wisdom	740

EQUIPMENT: ✓ ✓ ✓ ✓ ✓

SKILL: ÜBER ZAPOLOGIST 224

TRAITS

CRITICAL MASSACRE 5
Doubles the chance of landing a critical hit

ZAPMEISTER 26
Boosts Zap-type magic effects while decreasing MP consumption.

TACTICAL TROOPER 49
Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Reflect	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) slime X x slime X (both must be level 50 or higher)
EVENT	—

70 SNAIL SLIME

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	410
MP	450
Attack	490
Defense	980
Agility	170
Wisdom	390

EQUIPMENT: ✓ ✓ ✓ ✓

SKILL: BOLSTERER 91

TRAITS

TALENT SCOUT 43
Scout gauge can be boosted when a show of strength is launched.

CRAFTY MAGICAL SABOTEUR 187
Reduces enemies' resistance to Magic Frailty. Has no effect on enemies who are impervious to Magic Frailty.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Vulnerable	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (clear)
SYNTHESIZE	(example) wild slime x mummy boy; slime x wild slime
EVENT	—

57 SNAPDRAGON

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	720
MP	120
Attack	460
Defense	450
Agility	240
Wisdom	200

EQUIPMENT: ✓ ✓ ✓ ✓

SKILL: FRIZZ & WOOSH 4

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

CRAFTY DECELERATOR 185
Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies who are impervious to Decelerate-type magic.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) dragonthorn x Undead Family; (examples) komodo x headhunter; komodo x dancing flame
EVENT	—

59 SNOWBIRD

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	540
MP	240
Attack	420
Defense	460
Agility	510
Wisdom	490

EQUIPMENT: ✓ ✓ ✓ ✓

SKILL: COLD SLEEP 114

TRAITS

ARTFUL DODGER 1
Doubles the chance of evading enemy attacks.

ABLE AMBUSHER 30
Doubles the chance of launching pre-emptive strikes.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Heals	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Heals	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceolation (day)
SYNTHESIZE	(examples) mischievous mole x wild boarfish; mischievous mole x dancing flame
EVENT	—

76 SNOWMANGLER

MONSTER FAMILY | RANK

S SIZE

MAX STATS

HP	550
MP	500
Attack	500
Defense	530
Agility	340
Wisdom	520

EQUIPMENT

SKILL CRACK & SIZZ — 49

TRAITS

CRACKMEISTER — 25

Boosts Zam-type magic effects while decreasing MP consumption.

CRAFTY CRACKER — 163

Reduces enemies' resistance to Crack-type magic. Has no effect on enemies who are impervious to Crack-type magic.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Heals	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	Heals	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) snail slime x skipper; slime x dancing devil
EVENT	—

176 SOULSPAWN

MONSTER FAMILY | B RANK

S SIZE

MAX STATS

HP	420
MP	860
Attack	440
Defense	640
Agility	800
Wisdom	960

EQUIPMENT

SKILL GRAVEHEART — 122

TRAITS

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (3 attacks)

CONFUSING TOUCH — 37

Can confuse enemies when attacking.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) skeleton soldier x firebird; bona constrictor x dark slime
EVENT	—

65 SPIKED HARE

MONSTER FAMILY | E RANK

S SIZE

MAX STATS

HP	490
MP	200
Attack	540
Defense	470
Agility	580
Wisdom	340

EQUIPMENT

SKILL NATURALIST — 121

TRAITS

PSYCHO — 3

Allows monsters to psycha up in battle.

CRAFTY ZAPPER — 164

Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Vulnerable	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Vulnerable	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceolation
SYNTHESIZE	(examples) jailcat x mottle slime; jailcat x dracky
EVENT	—

32 SPITNIK

MONSTER FAMILY | F RANK

S SIZE

MAX STATS

HP	490
MP	320
Attack	410
Defense	460
Agility	280
Wisdom	200

EQUIPMENT

SKILL FRIZZ & BANG — 1

TRAITS

BANGMEISTER — 23

Boosts Bang-type magic effects while decreasing MP consumption.

CRAFTY BANGER — 161

Reduces enemies' resistance to Bang-type magic. Has no effect on enemies who are impervious to Bang-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Heals	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Vulnerable	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Heals	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback (clear, day)
SYNTHESIZE	(examples) wax murderer x satyr; weakon beakon x funghoul
EVENT	—

187 STARK RAVEN

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	610
MP	460
Attack	610
Defense	710
Agility	710
Wisdom	490

EQUIPMENT

	✓		
		✓	✓
	✓		

SKILL
BIRD BRAIN — 125

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

HECKLING HECTOR — 62
When an enemy's tension increases in battle, all foes' tension will automatically decrease.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	Vulnerable	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) gorerilla x ethereal serpent; paws x dark slime knight
EVENT	—

14 STUMP CHUMP

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	450
MP	310
Attack	460
Defense	540
Agility	260
Wisdom	260

EQUIPMENT

	✓		
	✓		
			✓
	✓		

SKILL
GREEN FINGERS — 126

TRAITS

—

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation
SYNTHESIZE	(examples) ghost x dracky; healslime x mischievous mole
EVENT	—

3 SWARMTROOPERS

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	360
MP	240
Attack	530
Defense	380
Agility	590
Wisdom	310

EQUIPMENT

		✓	
			✓
✓			

SKILL
WOOSH & ZAP — 34

TRAITS

ARTFUL DODGER — 1
Doubles the chance of evading enemy attacks.

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (6 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treepidation
SYNTHESIZE	—
EVENT	—

72 TEENY SANGUINI

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	530
MP	350
Attack	490
Defense	480
Agility	710
Wisdom	310

EQUIPMENT

		✓	
✓			
			✓
✓			

SKILL
FRIZZ & ZAP — 7

TRAITS

STRANGELY ALLURING — 64
Can dazzle enemies and immobilise them at the start of a battle.

FAST LEARNER — 69
Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this trait, this percentage will increase.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Chance encounter with Dragon Quest IX
SYNTHESIZE	(examples) chainline x spiked hare; mischievous mole x imp
EVENT	—

158 TEENY SANGUINI X

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	530
MP	360
Attack	510
Defense	480
Agility	670
Wisdom	310

EQUIPMENT

✓	
✓	
	✓
✓	

SKILL
FRIZZ & ZAP 7

TRAITS

EARLY BIRD 9
Monster will attack first in battle.

YELLOW-BELLY 46
Monster may occasionally become flustered and unable to act.

STRANGELY ALLURING 64
Can dazzle enemies and immobilise them at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) teeny sanguini x teeny sanguini (both must be level 20 or higher)
EVENT	—

269 TEENY SANGUINI XY

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	680
MP	710
Attack	520
Defense	660
Agility	980
Wisdom	780

EQUIPMENT

✓	
✓	
	✓
✓	

SKILL
ÜBER HELPFUL 220

TRAITS

EARLY BIRD 0
Monster will attack first in battle.

YELLOW-BELLY 46
Monster may occasionally become flustered and unable to act.

WAVE OF RELIEF 60
Wave of Relief may be launched automatically during battles.

RABBLE ROUSER 63
Can increase tension of all allies at the start of a battle.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) teeny sanguini X x teeny sanguini X (both must be level 50 or higher)
EVENT	—

203 THORNELLA

MONSTER FAMILY | A RANK | M SIZE

MAX STATS

HP	1210
MP	330
Attack	880
Defense	980
Agility	630
Wisdom	880

EQUIPMENT

✓	
	✓
✓	

SKILL
THORNELLA 160

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

HEALTH PROFESSIONAL 21
Boosts healing spell effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	Vulnerable	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	gripevine x Dual Duellers; gripevine x Dorsal Fiend; gripevine x Mortella; gripevine x Exorsus
EVENT	—

217 TORTURED SOUL

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	640
MP	999
Attack	420
Defense	790
Agility	680
Wisdom	999

EQUIPMENT

✓	
✓	✓
✓	

SKILL
CURSADER 104

TRAITS

CRAFTY PARALYSER 181
Reduces enemies' resistance to paralysis. Has no effect on enemies who are impervious to paralysis.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) fright knight x wallin' weed
EVENT	—

241 TRAP BOX

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	920
MP	660
Attack	780
Defense	850
Agility	680
Wisdom	740

EQUIPMENT

SKILL: FEAR-MONGER 96

TRAITS

CRITICAL MASSACRE 5
Doubles the chance of landing a critical hit.

PERILOUS PARRIER 15
Monster will usually sustain more damage, but will occasionally take none.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) cannibox x mimic x mimic x metal kaiser slime
EVENT	—

282 TRAUMINATOR

MONSTER FAMILY | X RANK | M SIZE

MAX STATS	
HP	1280
MP	500
Attack	610
Defense	1100
Agility	990
Wisdom	650

EQUIPMENT

SKILL: DARKLIGHT SLASHES 70

TRAITS

DOUBLE TROUBLE 4
Monster will act twice in succession when not given specific orders.

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

BANGMEISTER 23
Boosts Bang-type magic effects while decreasing MP consumption.

CRAFTY INACTIVIST 180
Reduces enemies' resistance to missing a turn. Has no effect on enemies who are reistant to missing a turn.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	Immune	Fizzle	—	Sag	Vulnerable
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) overkilling machine x ruin
EVENT	—

133 TREEFACE

MONSTER FAMILY | C RANK | M SIZE

MAX STATS	
HP	950
MP	400
Attack	680
Defense	760
Agility	400
Wisdom	480

EQUIPMENT

SKILL: GREEN FINGER 126

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession (2 attacks)

BIG HITTER 16
Increases damage dealt by attacks, skills and abilities.

STEADY RECOVERY 19
Monster recovers a little HP each time it acts in battle.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) capsichum x capsichum x stump chump x stump chump; (examples) khalamari kid x behemoth slime; scorpion x dragon slime
EVENT	—

286 TRODE

MONSTER FAMILY | X RANK | S SIZE

MAX STATS	
HP	880
MP	550
Attack	780
Defense	740
Agility	650
Wisdom	650

EQUIPMENT

SKILL: TRICKSTER 119

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

COUNTERSTRIKER 12
Monster may launch a counter-attack when attacked.

ESCAPE ARTIST 18
Monster will always be able to flee from a battle.

HECKLING HECTOR 62
When an enemy's tension increases in battle, all foes' tension will automatically decrease.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Immune	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) nokturnus x xenion x gem slime x Dual Duellers; nokturnus x xenion x gem slime x Dorsal Fiend; nokturnus x xenion x gem slime x Canzar
EVENT	—

170 TYRANTOSARUS

MONSTER FAMILY | B RANK | S SIZE

MAX STATS

HP	690
MP	170
Attack	850
Defense	640
Agility	690
Wisdom	250

EQUIPMENT

✓		
	✓	✓
✓		

SKILL GUERILLA 99

TRAITS

CRITICAL MASSACRE 5
Doubles the chance of landing a critical hit.

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Vulnerable
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Necropolis (day)
SYNTHESIZE	(examples) abyss diver x magic slime; gasbagon x dark slime
EVENT	—

219 ULTRA SLIME

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	640
MP	390
Attack	550
Defense	590
Agility	890
Wisdom	470

EQUIPMENT

✓	✓	
✓		
✓		

SKILL CLERIC 115

TRAITS

EARLY BIRD 9
Monster will attack first in battle.

GIANT KILLER 34
Monster can deal heavy damage to large monsters.

CLOSE SCRAPER 42
Enables monster to survive fatal damage with 1HP.

FOOT DRAGGER 48
Monster can occasionally refuse to listen to orders and not act.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	Immune
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Vulnerable	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	—
EVENT	After 200 communication battles, an ultra slime appears in the holding pen

200 WAILIN' WEED

MONSTER FAMILY | A RANK | S SIZE

MAX STATS

HP	670
MP	850
Attack	560
Defense	720
Agility	720
Wisdom	800

EQUIPMENT

✓		✓
	✓	
✓		

SKILL ALL-ROUNDER 117

TRAITS

RABBLE ROUSER 63
Can increase tension of all allies at the start of a battle.

RESISTANCES

Frizz	Vulnerable	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) skeleton soldier x king kelp; phantom swordsman x king kelp; (examples) bona constrictor x drakulargo; fright knight x dancing flame
EVENT	—

130 WALKING CORPSE

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	800
MP	320
Attack	670
Defense	320
Agility	320
Wisdom	140

EQUIPMENT

✓		
✓	✓	
✓		

SKILL BAD BREATH 97

TRAITS

POISONOUS 13
Monster may inflict poison on enemies upon being attacked.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Bemusoleum (clear, night)
SYNTHESIZE	(examples) bona constrictor x dangler fish; bona constrictor x dancing flame
EVENT	—

20 WAX MURDERER

MONSTER FAMILY | S RANK | S SIZE

MAX STATS

HP	380
MP	290
Attack	470
Defense	520
Agility	420
Wisdom	420

EQUIPMENT

SKILL FIRE FIGHTER — 71

TRAITS

FRIZZMEISTER — 22

Boosts Frizz-type magic effects while decreasing MP consumption.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	Vulnerable	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) mud mannequin x mischievous mole; weakon beakon x stump chump
EVENT	—

38 WEAKON BEAKON

MONSTER FAMILY | E RANK | S SIZE

MAX STATS

HP	470
MP	370
Attack	470
Defense	410
Agility	520
Wisdom	400

EQUIPMENT

SKILL SIZZ & ZAP — 52

TRAITS

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (2 attacks)

CRAFTY DIMMER — 185

Reduces enemies' resistance to Dim-type magic. Has no effect on enemies who are impervious to Dim-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback (clear)
SYNTHESIZE	(examples) hammerhood x bubble slime; mischievous mole x healslime
EVENT	—

101 WEARTIGER

MONSTER FAMILY | D RANK | S SIZE

MAX STATS

HP	570
MP	300
Attack	580
Defense	640
Agility	420
Wisdom	380

EQUIPMENT

SKILL BOOM BOXER — 72

TRAITS

CRITICAL MASSACRE — 5

Doubles the chance of landing a critical hit.

HIT SQUAD — 10

Monster can launch multiple attacks in succession. (2 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	Vulnerable	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) orc x gasbagon; night emperor x angel slime
EVENT	—

15 WEEDIE

MONSTER FAMILY | F RANK | S SIZE

MAX STATS

HP	380
MP	250
Attack	420
Defense	460
Agility	600
Wisdom	360

EQUIPMENT

SKILL WOOSH & SIZZ — 40

TRAITS

HEALTH PROFESSIONAL — 21

Boosts healing spell effects while decreasing MP consumption.

CRAFTY WHACKER — 172

Reduces enemies' resistance to Whack-type magic. Has no effect on enemies who are impervious to Whack-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	Immune	Decelerate	Immune
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) bad egg x ghost; slime x mischievous mole
EVENT	—

250 WIGHT KING

MONSTER FAMILY | S RANK | S SIZE

MAX STATS	
HP	700
MP	999
Attack	200
Defense	900
Agility	900
Wisdom	999

EQUIPMENT

SKILL: REAPER 112

TRAITS

POISONOUS 13
Monster may inflict poison on enemies upon being attacked.

MAGIC REGENERATOR 20
Monster recovers a little MP each time it acts in battle.

RESISTANCES

Frizz	Immune	Donk	—	Poison	—	Paralysis	—
Bang	Immune	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	Immune	Blade Blunter	—	Fizzle	—	Sag	—
Crack	Immune	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Immune	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Immune	Whack	Immune	Confusion	—	Dim	—
Sizz	Immune	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) tortured soul x king slime; tortured soul x king bubble slime
EVENT	—

58 WILD BOARFISH

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	410
MP	470
Attack	470
Defense	500
Agility	470
Wisdom	450

EQUIPMENT

SKILL: HUNTSMAN 101

TRAITS

PARALYSING 14
Monster may inflict paralysis on enemies upon being attacked

CRAFTY INACTIVIST 180
Reduces enemies' resistance to missing a turn. Has no effect on enemies who are resistant to missing a turn.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	Immune	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	Vulnerable
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Doubtback (raining)
SYNTHESIZE	(examples) bullfinch x wild slime; swarmtroopers x dancing flame
EVENT	—

49 WILD SLIME

MONSTER FAMILY | E RANK | S SIZE

MAX STATS	
HP	600
MP	110
Attack	530
Defense	540
Agility	390
Wisdom	390

EQUIPMENT

SKILL: CHAMPION 80

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

RESISTANCES

Frizz	—	Donk	Immune	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Iceolation; Cragravation (clear)
SYNTHESIZE	(examples) drake slime x drohl drone; slime x frogface
EVENT	—

308 WILDCARD

??? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS	
HP	460
MP	900
Attack	990
Defense	920
Agility	940
Wisdom	500

EQUIPMENT

SKILL: WILDCARD 137

TRAITS

HIT SQUAD 10
Monster can launch multiple attacks in succession. (2 attacks)

COUNTERACTIVIST 41
Counter is constantly activated and cannot be cancelled.

WAVE OF RELIEF 60
Wave of Relief may be launched automatically during battles.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Reflects
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Immune	Gobstopper	—	Sap	—
Zap	Heals	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	Vulnerable	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) wulfspade ace x great godbird
EVENT	—

21 WINKY

MONSTER FAMILY | F RANK | S SIZE

MAX STATS	
HP	410
MP	360
Attack	440
Defense	520
Agility	360
Wisdom	200

EQUIPMENT

SKILL: SEAL 93

TRAITS

DESPERADO 29
Increases the chance of landing a critical hit when HP is extremely low.

CRAFTY FIZZLER 176
Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies who are impervious to Fizzle-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	Immune	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) lips x mud mannequin; dracky x stump chump
EVENT	—

113 WORMONGER

MONSTER FAMILY | D RANK | L SIZE

MAX STATS	
HP	1450
MP	280
Attack	690
Defense	610
Agility	200
Wisdom	300

EQUIPMENT

SKILL: WORMONGER 166

TRAITS

POISONOUS 13
Monster may inflict poison on enemies upon being attacked.

PARALYSING 14
Monster may inflict paralysis on enemies upon being attacked.

GRAND SLAMMER 17
Attacks strike all enemies and damage dealt by skills and abilities increases.

LATE RISER 65
Monster may occasionally fall asleep at the start of battle.

RESISTANCES

Frizz	—	Donk	Immune	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Treapidation
SYNTHESIZE	—
EVENT	—

110 WRECKTOR

MONSTER FAMILY | D RANK | S SIZE

MAX STATS	
HP	410
MP	760
Attack	300
Defense	500
Agility	510
Wisdom	950

EQUIPMENT

SKILL: BANG & WOOSH 16

TRAITS

WOOSHMEISTER 24
Boosts Woosh-type magic effects while decreasing MP consumption.

CRAFTY DIMMER 186
Reduces enemies' resistance to Dim-type magic. Has no effect on enemies who are impervious to Dim-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	Immune

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(examples) silvapithecus x mecha-mynah; silvapithecus x angel slime
EVENT	—

299 WULFSPADE

??? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS	
HP	700
MP	320
Attack	600
Defense	760
Agility	600
Wisdom	600

EQUIPMENT

SKILL: WULFSPADE 129

TRAITS

PSYCHO 3
Allows monsters to psyche up in battle.

CRAFTY ZAPPER 164
Reduces enemies' resistance to Zap-type magic. Has no effect on enemies who are impervious to Zap-type magic.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	Immune
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	Vulnerable	Whack	—	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Incarnus) Incarnus x Nature Family (rank A or lower)
EVENT	—

303 WULFSPADE ACE

???? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS

HP	900
MP	700
Attack	800
Defense	900
Agility	800
Wisdom	900

EQUIPMENT

✓	✓	
✓		✓
✓		

SKILL
WULFSPADE III — 148

TRAITS

PSYCHO — 3
Allows monsters to psyche up in battle.

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Incarnus) Incarnus x Nature Family (rank S or higher)
EVENT	—

291 XENLON

MONSTER FAMILY | X RANK | M SIZE

MAX STATS

HP	1300
MP	610
Attack	620
Defense	980
Agility	840
Wisdom	700

EQUIPMENT

✓		✓
✓		

SKILL
BREATH — 64

TRAITS

BIG HITTER — 16
Increases damage dealt by attacks, skills and abilities.

ZAPMEISTER — 26
Boosts Zap-type magic effects while decreasing MP consumption.

TACTICAL GENIUS — 50
Monster will carry out an action 1-3 times in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	Immune	Paralysis	Immune
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	Immune
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	Reflects	Gobstopper	Immune	Sap	—
Zap	—	Ice Breath	Reflects	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	Immune	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Four-body) boreal serpent x ethereal serpent x alabast dragon x orochi
EVENT	—

153 YABBY

MONSTER FAMILY | C RANK | S SIZE

MAX STATS

HP	500
MP	400
Attack	550
Defense	730
Agility	780
Wisdom	500

EQUIPMENT

	✓	
✓		✓
✓		

SKILL
MAGE AID — 83

TRAITS

HIT SQUAD — 10
Monster can launch multiple attacks in succession. (2 attacks)

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	—	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	—	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Vulnerable	Confusion	Immune	Dim	—
Sizz	—	Dazzle	—	Inaction	—	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	Unshore (clear)
SYNTHESIZE	(examples) barracuda x heyedra; barracuda x dancing flame
EVENT	—

284 ZOMA

???? MONSTER FAMILY | ??? RANK | S SIZE

MAX STATS

HP	700
MP	700
Attack	760
Defense	920
Agility	720
Wisdom	999

EQUIPMENT

✓		
✓	✓	
✓		

SKILL
ZOMA — 156

TRAITS

BOUNCER — 40
Bounce is constantly activated and cannot be cancelled.

TACTICAL TROOPER — 49
Monster will carry out an action once or twice in a row when not given specific orders.

RESISTANCES

Frizz	—	Donk	—	Poison	—	Paralysis	—
Bang	—	Abiliterator	—	Drain Magic	—	Sleep	—
Woosh	—	Blade Blunter	—	Fizzle	Immune	Sag	—
Crack	—	Fire Breath	—	Gobstopper	—	Sap	—
Zap	Vulnerable	Ice Breath	—	Ban Dance	—	Decelerate	—
Zam	—	Whack	Immune	Confusion	—	Dim	—
Sizz	—	Dazzle	—	Inaction	Vulnerable	Magical Sabotage	—

HOW TO OBTAIN

SCOUT	—
SYNTHESIZE	(Lineage) malroth x Captain Crow; malroth x dullahan; malroth x wight king
EVENT	—

SKILLS

Skills are sets of abilities and statistical bonuses. Statisical bonuses are functionally identical to Traits. They are active at all times and do not have an MP cost. Abilities are active, meaning that you decide when to use them, and they often have an MP cost associated with them. There is additional information about abilities at the end of this section.

As monsters level up, they earn additional points for you to assign to their Skills. As you assign these accumulated points to Skills, individual abilities and statistical bonuses become unlocked.

ALPHABETICAL LISTING OF SKILLS

#	SKILL
194	Abiliterator Ward
180	Agility Boost
181	Agility Boost II
182	Agility Boost III
117	All-Rounder
89	Anti-dragon
87	Antimagic
88	Antimagic II
90	Anti-metal
116	Aquapothecary
163	Aquarion
100	Assassin
174	Attack Boost
175	Attack Boost II
176	Attack Boost III
97	Bad Breath
204	Ban Dance Ward
19	Bang & Crack
20	Bang & Crack II
21	Bang & Crack III
28	Bang & Sizz
29	Bang & Sizz II
30	Bang & Sizz III
16	Bang & Woosh
17	Bang & Woosh II
18	Bang & Woosh III
25	Bang & Zam
26	Bang & Zam II
27	Bang & Zam III
22	Bang & Zap
23	Bang & Zap II
24	Bang & Zap III
187	Bang Ward
92	Barricade
242	Battle Road Master
110	Berserker
125	Bird Brain
168	Bjorn
195	Blade Blunter Ward
91	Bolsterer
108	Bombardier

#	SKILL
72	Boom Boxer
102	Bounty Hunter
64	Breath
65	Breath II
66	Breath III
162	Canzar
147	Captain Crow
80	Champion
79	Cleanser
115	Cleric
135	Cluboon
136	Cluboon II
151	Cluboon III
114	Cold Sleep
205	Confusion Ward
49	Crack & Sizz
50	Crack & Sizz II
51	Crack & Sizz III
46	Crack & Zam
47	Crack & Zam II
48	Crack & Zam III
43	Crack & Zap
44	Crack & Zap II
45	Crack & Zap III
189	Crack Ward
103	Crusader
78	Cure-all
104	Cursader
107	Dancer
76	Dark Knight
70	Darklight Slashes
199	Dazzle Ward
211	Decelerate Ward
81	Defender
177	Defence Boost
178	Defence Boost II
179	Defence Boost III
141	Dhoulmagus
123	Diabolist
133	Diamagon
134	Diamagon II

#	SKILL
149	Diamagon III
212	Dim Ward
98	Diminisher
193	Donk Ward
159	Dorsal Fiend
152	Dr Snapped
124	Dragon Lore
138	Dragonlord
139	Dragovian Lord
201	Drain Magic Ward
158	Dual Duellers
169	Empyrea
85	Enfeebler
144	Estark
157	Exorsus
96	Fear-monger
58	Fire
196	Fire Breath Ward
71	Fire Fighter
59	Fire II
60	Fire III
67	Firewind Slashes
202	Fizzle Ward
239	Flute Warrior
84	Fortifier
1	Frizz & Bang
2	Frizz & Bang II
3	Frizz & Bang III
13	Frizz & Sizz
14	Frizz & Sizz II
15	Frizz & Sizz III
4	Frizz & Woosh
5	Frizz & Woosh II
6	Frizz & Woosh III
10	Frizz & Zam
11	Frizz & Zam II
12	Frizz & Zam III
7	Frizz & Zap
8	Frizz & Zap II
9	Frizz & Zap III
186	Frizz Ward

#	SKILL
203	Gobstopper Ward
122	Graveheart
164	Great Godbird
126	Green Finger
99	Guerrilla
131	Hawkhart
132	Hawkhart II
150	Hawkhart III
77	Healer
243	Hero of the Heavens
127	Hive Mind
101	Huntsman
94	Hypnotist
61	Ice
197	Ice Breath Ward
62	Ice II
63	Ice III
74	Icemeister
69	Iceplosion Slashes
206	Inaction Ward
170	Khalamari
172	Leonyx
140	Leopold
234	Mage
83	Mage Aid
213	Magical Sabotage Ward
236	Martial Artist
111	Martyr
128	Materialist
118	Mime
167	Missing Lynx
241	Morrie's Melange
146	Mortamor
161	Mortella
105	Muspell
121	Naturalist
106	Niflheim
113	Nightmare
145	Nimzo
154	Orochi
207	Paralysis Ward

#	SKILL
200	Poison Ward
235	Priest
112	Reaper
142	Rhapthorne
143	Rhapthorne II
173	Rigor Mortex
153	Ruin
86	Saboteur
209	Sag Ward
237	Sage
171	Sagittar
210	Sap Ward
93	Seal
55	Sizz & Zam
56	Sizz & Zam II
57	Sizz & Zam III
52	Sizz & Zap
53	Sizz & Zap II
54	Sizz & Zap III
192	Sizz Ward
208	Sleep Ward
120	Slimer
82	Speedster
165	Stormsgate Citadel
238	Thief
160	Thornella
68	Thunderwind Slashes
109	Toughie
95	Toxifier
119	Trickster
229	Über Agility Boost
227	Über Attack Boost
215	Über Blessed Blizzardier
217	Über Breath
221	Über Charmer
232	Über Cold Ward
214	Über Dark Dynamiter
223	Über Darklight Ward
228	Über Defence Boost
219	Über Healer
225	Über Health Boost

#	SKILL
231	Über Heat Ward
220	Über Helpful
218	Über Knight
216	Über Mage
226	Über Magic Boost
222	Über Windblast Ward
230	Über Wisdom Boost
224	Über Zapologist
244	Vile Void
233	Warrior
198	Whack Ward
75	White Knight
137	Wildcard
73	Wind Blower
183	Wisdom Boost
184	Wisdom Boost II
185	Wisdom Boost III
240	Wonder Construction
31	Woosh & Crack
32	Woosh & Crack II
33	Woosh & Crack III
40	Woosh & Sizz
41	Woosh & Sizz II
42	Woosh & Sizz III
37	Woosh & Zam
38	Woosh & Zam II
39	Woosh & Zam III
34	Woosh & Zap
35	Woosh & Zap II
36	Woosh & Zap III
188	Woosh Ward
166	Wormonger
129	Wulfspade
130	Wulfspade II
148	Wulfspade III
191	Zam Ward
190	Zap Ward
155	Zenith Dragon
156	Zoma

ACQUIRING SKILLS

Each monster has at least one Skill inherent to its type. Scouted monsters often come with a second Skill, and in many cases, they are the only source of that Skill. Identical monsters scouted in different areas may have different Skills. Even monsters scouted in the same area under different conditions may have different Skills! For a handful of abilities, you must acquire a scroll and use that item to assign the Skills to a monster of your choosing. A large number of Skills is available only through synthesis.

NEW SKILLS VIA SYNTHESIS

There are some skills that are made available to newly synthesised monsters when certain conditions are met. In most cases, it occurs when one of the parent creatures has maxed out a Skill. There are rarer cases when (between the parents) they have assigned the proper number of points to various Skills, and between them, they meet the requirements to unlock a new Skill.

ATTACK BOOST II 175

ABILITY	Points
Attack +5	4
Maximum HP +10	8
Attack +5	14
Maximum HP +10	20
Attack +5	28
Maximum HP +10	36
Attack +10	48
Maximum HP +10	60
Attack +10	75

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	50 points in Attack Boost

Monster: *The names listed here indicate that the Skill is inherent to the monster type. A value of scouted monster means the skill comes only from scouting the correct monster.*

Synthesis: *There are two possible listings for synthesis. If there's a single Skill listed, then the total points of the parents involved in the synthesis must meet or exceed the number of points indicated for the given Skill (usually 50 or 75). If there are multiple Skills mentioned and a plus sign between them, then the parents may share the requirements between them to unlock the Skill.*

Other: *Skills acquired under special circumstances.*

WARRIOR 233

ABILITY	Points
Helm Splitter	5
Maximum HP +10	10
Metal Slash	17
Attack +10	24
Dragon Slash	32
Maximum HP +10	40
Multislash	49
Attack +10	59
Hatchet Man	70
Master of Weapons	100

HOW ACQUIRED	
Monster	—
Other	use warrior's scroll

FRIZZ & BANG 1

ABILITY	Points
Frizz	3
Flame Slash	9
Bang	15
Bomb Slash	24
Frizzle	36
Boom	50

HOW ACQUIRED	
Monster	spitnik, imp, archdemon
Synthesis	—

FRIZZ & BANG II 2

ABILITY	Points
Flame Slash	5
Bomb Slash	10
Frizzle	20
Boom	30
Kafrizz	45
Kaboom	60
Frizz Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Fizz & Bang

FRIZZ & BANG III 3

ABILITY	Points
Kafrizz	8
Kaboom	16
Inferno Slash	28
Blast Slash	40
Kafrizzle	65
Kaboomle	90
Frizz Guard	95
Bang Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Fizz & Bang II

FRIZZ & WOOSH 4

ABILITY	Points
Frizz	3
Woosh	7
Gust Slash	14
Swoosh	24
Flame Slash	35
Frizzle	50

HOW ACQUIRED	
Monster	conklave, snapdragon, conklave X, Jamirus
Other	—

FRIZZ & WOOSH II 5

ABILITY	Points
Gust Slash	4
Flame Slash	8
Swoosh	18
Frizzle	28
Kaswoosh	43
Kafrizz	58
Frizz Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Frizz & Woosh

FRIZZ & WOOSH III 6

ABILITY	Points
Kaswoosh	7
Kafrizz	15
Gale Slash	27
Inferno Slash	39
Kaswooshle	64
Kafrizzle	90
Frizz Guard	95
Woosh Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Frizz & Woosh II

FRIZZ & ZAP 7

ABILITY	Points
Frizz	3
Flame Slash	8
Zap	17
Hallowed Slash	26
Frizzle	38
Zapple	50

HOW ACQUIRED	
Monster	she-slime, teeny sanguini, teeny sanguini X, garuda
Other	—

FRIZZ & ZAP II 8

ABILITY	Points
Flame Slash	4
Hallowed Slash	9
Frizzle	19
Zapple	29
Kafrizz	43
Kazap	57
Frizz Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Frizz & Zap

FRIZZ & ZAP III — 9

ABILITY	Points
Kafrizz	9
Kazap	18
Inferno Slash	29
Sacred Slash	40
Kafrizzle	65
Kazapple	90
Frizz Guard	95
Zap Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Frizz & Zap II

FRIZZ & ZAM — 10

ABILITY	Points
Frizz	2
Zam	6
Flame Slash	14
Shade Slash	22
Zammle	36
Frizzle	50

HOW ACQUIRED	
Monster	beshemoth slime, Gemon
Other	—

FRIZZ & ZAM II — 11

ABILITY	Points
Flame Slash	5
Shade Slash	10
Zammle	20
Frizzle	30
Kazam	44
Kafrizz	59
Frizz Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Frizz & Zam

FRIZZ & ZAM III — 12

ABILITY	Points
Kafrizz	8
Kazam	16
Inferno Slash	28
Shadow Slash	40
Kafrizzle	65
Kazammle	90
Frizz Guard	95
Zam Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Frizz & Zam II

FRIZZ & SIZZ — 13

ABILITY	Points
Frizz	3
Flame Slash	8
Sizz	15
Charring Slash	24
Frizzle	36
Sizzle	50

HOW ACQUIRED	
Monster	mental pitcher, firespirit, baramos
Other	—

FRIZZ & SIZZ II — 14

ABILITY	Points
Flame Slash	5
Charring Slash	10
Frizzle	20
Sizzle	30
Kafrizz	45
Kasizz	60
Frizz Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Frizz & Sizz

FRIZZ & SIZZ III — 15

ABILITY	Points
Kafrizz	8
Kasizz	16
Inferno Slash	28
Singeing Slash	40
Kafrizzle	65
Kasizzle	90
Frizz Guard	95
Sizz Guard	100

HOW ACQUIRED	
Monster	—
Other	75 points in Frizz & Sizz II

BANG & WOOSH — 16

ABILITY	Points
Woosh	2
Bang	6
Swoosh	13
Bomb Slash	23
Gust Slash	34
Boom	50

HOW ACQUIRED	
Monster	lump wizard, wrecktor
Other	—

BANG & WOOSH II — 17

ABILITY	Points
Swoosh	4
Bomb Slash	8
Gust Slash	18
Boom	30
Kaswoosh	42
Kaboom	57
Bang Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Bang & Woosh

BANG & WOOSH III — 18

ABILITY	Points
Kaswoosh	7
Kaboom	15
Blast Slash	26
Gale Slash	37
Kaswooshle	63
Kaboomle	90
Bang Guard	95
Woosh Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Bang & Woosh II

BANG & CRACK — 19

ABILITY	Points
Bang	6
Bomb Slash	10
Crack	15
Frost Slash	22
Crackle	36
Boom	50

HOW ACQUIRED	
Monster	great dracky, seedy weedie, metal king slime
Other	—

BANG & CRACK II — 20

ABILITY	Points
Bomb Slash	4
Frost Slash	8
Crackle	16
Boom	28
Kacrack	42
Kaboom	57
Bang Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Bang & Crack

BANG & CRACK III — 21

ABILITY	Points
Kacrack	7
Kaboom	14
Blast Slash	26
Blizzard Slash	38
Kacrackle	63
Kaboomle	90
Bang Guard	95
Crack Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Bang & Crack II

BANG & ZAP — 22

ABILITY	Points
Bang	6
Zap	9
Bomb Slash	14
Hallowed Slash	19
Zapple	32
Boom	50

HOW ACQUIRED	
Monster	slime stack, grandpa slime, gem slime
Other	—

BANG & ZAP II — 23

ABILITY	Points
Bomb Slash	3
Hallowed Slash	7
Zapple	15
Boom	25
Kazap	40
Kaboom	55
Bang Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Bang & Zap

BANG & ZAP III — 24

ABILITY	Points
Kazap	7
Kaboom	15
Blast Slash	25
Sacred Slash	37
Kazapple	62
Kaboomle	90
Bang Guard	95
Zap Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Bang & Zap II

BANG & ZAM 25

ABILITY	Points
Bang	8
Zam	11
Bomb Slash	18
Shade Slash	25
Zammle	36
Boom	50

HOW ACQUIRED	
Monster	killerpillar, metal kaiser slime, belial
Other	—

BANG & ZAM II 26

ABILITY	Points
Bomb Slash	3
Shade Slash	7
Zammle	16
Boom	28
Kazam	43
Kaboom	58
Zam Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Bang & Zam

BANG & ZAM III 27

ABILITY	Points
Kazam	7
Kaboom	15
Blast Slash	25
Shadow Slash	37
Kazammle	62
Kaboomle	90
Zam Guard	95
Bang Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Bang & Zam II

BANG & SIZZ 28

ABILITY	Points
Sizz	2
Bang	6
Sizzle	13
Bomb Slash	23
Charring Slash	34
Boom	50

HOW ACQUIRED	
Monster	rubble slime, barracuda, marquis de léon
Other	—

BANG & SIZZ II 29

ABILITY	Points
Sizzle	4
Bomb Slash	8
Charring Slash	18
Boom	30
Kasizz	42
Kaboom	57
Bang Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Bang & Sizz

BANG & SIZZ III 30

ABILITY	Points
Kasizz	7
Kaboom	15
Blast Slash	26
Singeing Slash	37
Kasizzle	63
Kaboomle	90
Bang Guard	95
Sizz Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Bang & Sizz II

WOOSH & CRACK 31

ABILITY	Points
Woosh	3
Crack	7
Swoosh	16
Gust Slash	27
Frost Slash	38
Crackle	50

HOW ACQUIRED	
Monster	jailcat, firn fiend, pink sanguini
Other	—

WOOSH & CRACK II 32

ABILITY	Points
Swoosh	5
Gust Slash	10
Frost Slash	21
Crackle	32
Kaswoosh	47
Kacrack	62
Woosh Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Woosh & Crack

WOOSH & CRACK III 33

ABILITY	Points
Kaswoosh	7
Kacrack	15
Gale Slash	27
Blizzard Slash	39
Kaswooshle	64
Kacrackle	90
Woosh Guard	95
Crack Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Woosh & Crack II

WOOSH & ZAP 34

ABILITY	Points
Woosh	3
Zap	8
Swoosh	16
Gust Slash	26
Hallowed Slash	36
Zapple	50

HOW ACQUIRED	
Monster	swarmtroopers, behemoth slime, malevolamp
Other	—

WOOSH & ZAP II 35

ABILITY	Points
Swoosh	4
Gust Slash	8
Hallowed Slash	19
Zapple	30
Kaswoosh	45
Kazap	62
Woosh Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Woosh & Zap

WOOSH & ZAP III 36

ABILITY	Points
Kaswoosh	7
Kazap	15
Gale Slash	27
Sacred Slash	39
Kazapple	64
Kaswooshle	90
Woosh Guard	95
Zap Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Woosh & Zap II

WOOSH & ZAM 37

ABILITY	Points
Woosh	3
Zam	10
Swoosh	17
Gust Slash	26
Shade Slash	35
Zammle	50

HOW ACQUIRED	
Monster	drohl diabolist, phantom swordsman, fallen priest
Other	—

WOOSH & ZAM II 38

ABILITY	Points
Swoosh	4
Gust Slash	12
Shade Slash	21
Zammle	32
Kaswoosh	47
Kazam	62
Woosh Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Woosh & Zam

WOOSH & ZAM III 39

ABILITY	Points
Kaswoosh	7
Kazam	15
Gale Slash	27
Shadow Slash	39
Kaswooshle	64
Kazammle	90
Woosh Guard	95
Zam Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Woosh & Zam II

WOOSH & SIZZ 40

ABILITY	Points
Woosh	3
Sizz	7
Swoosh	16
Gust Slash	27
Charring Slash	38
Sizzle	50

HOW ACQUIRED	
Monster	weedie, beetleboy
Other	—

WOOSH & SIZZ II — 41

ABILITY	Points
Swoosh	5
Gust Slash	10
Charring Slash	21
Sizzle	32
Kaswoosh	47
Kasizz	62
Woosh Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Woosh & Sizz

WOOSH & SIZZ III — 42

ABILITY	Points
Kaswoosh	7
Kasizz	15
Gale Slash	27
Singeing Slash	39
Kaswooshle	64
Kasizzle	90
Woosh Guard	95
Sizz Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Woosh & Sizz II

CRACK & ZAP — 43

ABILITY	Points
Crack	3
Zap	8
Frost Slash	16
Hallowed Slash	24
Zapple	36
Crackle	50

HOW ACQUIRED	
Monster	powie yowie, abyss diver, gracos
Other	—

CRACK & ZAP II — 44

ABILITY	Points
Frost Slash	4
Hallowed Slash	8
Zapple	19
Crackle	30
Kacrack	45
Kazap	60
Crack Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Crack & Zap

CRACK & ZAP III — 45

ABILITY	Points
Kacrack	7
Kazap	15
Blizzard Slash	27
Sacred Slash	39
Kacrackle	64
Kazapple	90
Crack Guard	95
Zap Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Crack & Zap II

CRACK & ZAM — 46

ABILITY	Points
Crack	3
Frost Slash	6
Zam	14
Shade Slash	24
Zammle	37
Crackle	50

HOW ACQUIRED	
Monster	hellhound, skelegon, demon-at-arms
Synthesis	—

CRACK & ZAM II — 47

ABILITY	Points
Frost Slash	5
Shade Slash	10
Zammle	21
Crackle	32
Kacrack	47
Kazam	62
Crack Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Crack & Zam

CRACK & ZAM III — 48

ABILITY	Points
Kacrack	7
Kazam	15
Blizzard Slash	27
Shadow Slash	39
Kacrackle	64
Kazammle	90
Crack Guard	95
Zam Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Crack & Zam II

CRACK & SIZZ — 49

ABILITY	Points
Crack	3
Sizz	8
Frost Slash	16
Charring Slash	24
Sizzle	36
Crackle	50

HOW ACQUIRED	
Monster	bad egg, snowmangler, moosifer
Other	—

CRACK & SIZZ II — 50

ABILITY	Points
Frost Slash	4
Charring Slash	8
Sizzle	19
Crackle	30
Kacrack	45
Kasizz	60
Crack Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Crack & Sizz

CRACK & SIZZ III — 51

ABILITY	Points
Kacrack	7
Kasizz	15
Blizzard Slash	27
Singeing Slash	39
Kacrackle	64
Kasizzle	90
Crack Guard	95
Sizz Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Crack & Sizz II

SIZZ & ZAP — 52

ABILITY	Points
Sizz	3
Charring Slash	8
Zap	17
Hallowed Slash	26
Sizzle	38
Zapple	50

HOW ACQUIRED	
Monster	weakon beakon, magic slime, firebird, wulfspade
Other	—

SIZZ & ZAP II — 53

ABILITY	Points
Charring Slash	4
Hallowed Slash	9
Sizzle	19
Zapple	29
Kasizz	43
Kazap	57
Sizz Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Sizz & Zap

SIZZ & ZAP III — 54

ABILITY	Points
Kasizz	9
Kazap	18
Singeing Slash	29
Sacred Slash	40
Kasizzle	65
Kazapple	90
Sizz Guard	95
Zap Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Sizz & Zap II

SIZZ & ZAM — 55

ABILITY	Points
Sizz	2
Zam	6
Charring Slash	14
Shade Slash	22
Zammle	36
Sizzle	50

HOW ACQUIRED	
Monster	drohl drone, dangler fish, night knight
Other	—

SIZZ & ZAM II — 56

ABILITY	Points
Charring Slash	5
Shade Slash	10
Zammle	20
Sizzle	30
Kazam	44
Kasizz	59
Sizz Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Sizz & Zam

SIZZ & ZAM III — 57

ABILITY	Points
Kasizz	8
Kazam	16
Singeing Slash	28
Shadow Slash	40
Kasizzle	65
Kazammle	90
Sizz Guard	95
Zam Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Sizz & Zam II

FIRE — 58

ABILITY	Points
Frizz	3
Fire Breath	7
Flame Slash	14
Flame Breath	27
Frizzle	40
Deep Breath	50

HOW ACQUIRED	
Monster	dragiarn, gasbagon, darkonium slime
Other	—

FIRE II — 59

ABILITY	Points
Flame Breath	4
Flame Slash	8
Frizzle	19
Deep Breath	30
Inferno	45
Kafrizz	60
Blade Blunter Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Fire

FIRE III — 60

ABILITY	Points
Deep Breath	7
Inferno	15
Inferno Slash	27
Kafrizz	39
Scorch	64
Kafrizzle	90
Abiliterator Guard	95
Fire Breath Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Fire II

ICE — 61

ABILITY	Points
Cool Breath	3
Crack	7
Chilly Breath	14
Frost Slash	27
Crackle	40
Deep Breath	50

HOW ACQUIRED	
Monster	boreal serpent, sea dragon, great dragon
Other	—

ICE II — 62

ABILITY	Points
Chilly Breath	4
Frost Slash	8
Crackle	19
Deep Breath	30
Cold Blizzard	45
Kacrack	60
Abiliterator Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Ice

ICE III — 63

ABILITY	Points
Deep Breath	7
Cold Blizzard	15
Blizzard Slash	27
Kacrack	39
C-C-Cold Breath	64
Kacrackle	90
Blade Blunter Guard	95
Ice Breath Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Ice II

BREATH — 64

ABILITY	Points
Fire Breath	5
Cool Breath	10
Flame Breath	18
Chilly Breath	26
Blowback	38
Deep Breath	50

HOW ACQUIRED	
Monster	great argon lizard, ethereal serpent, megalodon, Xenion
Other	—

BREATH II — 65

ABILITY	Points
Flame Breath	7
Chilly Breath	14
Blowback	24
Deep Breath	34
Inferno	47
Cold Blizzard	60
Sag Guard	75

HOW ACQUIRED	
Monster	—
Synthesis	50 points in Breath

BREATH III — 66

ABILITY	Points
Blowback	6
Deep Breath	12
Inferno	22
Cold Blizzard	32
Scorch	44
C-C-Cold Breath	56
Fire Breath Guard	76
Ice Breath Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Breath II

FIREWIND SLASHES — 67

ABILITY	Points
Flame Slash	8
Gust Slash	16
Bomb Slash	26
Dragon Slash	38
Inferno Slash	50
Gale Slash	65
Blast Slash	80
Multifists	100

HOW ACQUIRED	
Monster	fright knight, riptide
Synthesis	Fire Fighter (23) + Boom Boxer (18) + Windblower (26)

THUNDERWIND SLASHES — 68

ABILITY	Points
Gust Slash	8
Shade Slash	16
Charring Slash	26
Mercurial Thrust	38
Gale Slash	50
Shadow Slash	65
Singeing Slash	80
Miracle Slash	100

HOW ACQUIRED	
Monster	octavian sentry, overkilling machine
Synthesis	Windblower (26) + Dark Knight (11) + Dragon Lore (64) (or Wulfspade (18))

ICEPLOSION SLASHES — 69

ABILITY	Points
Frost Slash	8
Hallowed Slash	16
Bomb Slash	26
Metal Slash	38
Blizzard Slash	50
Sacred Slash	65
Blast Slash	80
Multifists	100

HOW ACQUIRED	
Monster	gold golem, shogum
Synthesis	Boom Boxer (18) + Icemeister (17) + White Knight (12)

DARKLIGHT SLASHES — 70

ABILITY	Points
Frost Slash	8
Hallowed Slash	16
Shade Slash	26
Mysterian Mauler	38
Blizzard Slash	50
Sacred Slash	65
Shadow Slash	80
Miracle Slash	100

HOW ACQUIRED	
Monster	metal slime knight, trauminator
Synthesis	Windblower (26) + White Knight (12) + Dark Knight (11)

FIRE FIGHTER — 71

ABILITY	Points
Frizz	4
Helm Splitter	13
Slime Dunk	23
Body Slam	34
Frizzle	47
Tingle	57
Inferno Slash	75
Attack Roulette	100

HOW ACQUIRED	
Monster	wax murderer, dancing flame
Other	—

BOOM BOXER — 72

ABILITY	Points
Bang	10
Beast Bopper	18
Slowing Slug	24
Squelch	34
Boom	47
One-on-One	62
Blast Slash	80
HP Roulette	100

HOW ACQUIRED	
Monster	weartiger, drakularge
Other	—

WIND BLOWER 73

ABILITY	Points
Woosh	5
Dodgy Dance	16
Demon Demeaner	26
Wind Sickles	35
Swoosh	47
Mercurial Thrust	62
Gale Slash	80
Defence Roulette	100

HOW ACQUIRED	
Monster	phantom fencer, diemon
Other	—

ICEMEISTER 74

ABILITY	Points
Crack	7
Nature Nerfer	17
Tongue Lashing	24
Breathtaking Bash	34
Crackle	48
Meditation	63
Blizzard Slash	80
Agility Roulette	100

HOW ACQUIRED	
Monster	frou-fry, frostburn
Other	—

WHITE KNIGHT 75

ABILITY	Points
Zap	6
Material Whirl	12
Dazzleflash	19
Baffling Bonk	29
Zapple	45
Stupefying Strike	55
Sacred Slash	75
Wisdom Roulette	100

HOW ACQUIRED	
Monster	slime knight, mohawker
Other	—

DARK KNIGHT 76

ABILITY	Points
Zam	5
Undead Undoer	11
Tap Dance	17
Defuddle	27
Zammle	45
Weakening Wallop	55
Shadow Slash	75
MP Roulette	100

HOW ACQUIRED	
Monster	dracky, dark slime knight
Other	—

HEALER 77

ABILITY	Points
Heal	4
Buff	12
Midheal	28
Zing	42
Reheal	52
Meditation	62
Megaheal	75
Kazing	100

HOW ACQUIRED	
Monster	healslime, frogface, angel slime, cureslime, skeleton soldier, boh, malroth
Synthesis	Cleanser (100) + Cleanser (100)

CURE-ALL 78

ABILITY	Points
Heal	4
Tingle	12
Kabuff	20
Multiheal	30
Wave of Relief	40
Amor Seco Rain	55
Song of Salvation	75
Omniheal	100

HOW ACQUIRED	
Monster	Hades condor, king cureslime, conkettes
Other	—

CLEANSER 79

ABILITY	Points
Squelch	4
Tingle	8
Defuddle	14
Zing	30
Amor Seco Rain	44
Wave of Relief	58
Kazing	80
Disruptive Wave	100

HOW ACQUIRED	
Monster	chimaera, chimaera X, king squid, hargon
Other	Healer (100) + Healer (100)

CHAMPION 80

ABILITY	Points
Double-Edged Slash	7
Demon Demeaner	13
Double Up	19
Oomph	31
Undead Undoer	40
Meditation	52
Oomphle	70
Sag Guard	100

HOW ACQUIRED	
Monster	wild slime, aquestrian gladiator, dullahan
Other	—

DEFENDER 81

ABILITY	Points
Buff	5
Heal	11
Dazzleflash	17
Kabuff	27
Defending Champion	40
Midheal	53
Weakening Wallop	66
Selflessness	80
Sap Guard	100

HOW ACQUIRED	
Monster	komodo, crabid, jum
Other	—

SPEEDSTER 82

ABILITY	Points
Accelerate	5
Heal	11
Decelerate	17
Dodgy Dance	25
Sandstorm	35
Acceleratle	47
Mercurial Thrust	61
Showstopper	85
Decelerate Guard	100

HOW ACQUIRED	
Monster	orc, great sabrecat, jumping jackal
Other	—

MAGE AID 83

ABILITY	Points
Drain Magic	4
Hocus Locust	10
Share Magic	18
Fizzle	26
Magic Multiplier	38
Kafizzle	52
Give Magic	70
Drain Magic Guard	85
Dim Guard	100

HOW ACQUIRED	
Monster	snail slime, yabby, mum
Other	—

FORTIFIER 84

ABILITY	Points
Accelerate	4
Heal	8
Buff	14
Ping	22
Oomph	32
Acceleratle	42
Kabuff	54
Kaping	76
Oomphle	100

HOW ACQUIRED	
Monster	bodkin archer, bona constrictor, boe
Other	—

ENFEEBLER 85

ABILITY	Points
Sag	8
Dim	16
Weakening Wallop	28
Stupefying Strike	40
Kasag	55
Kadim	70
Sag Guard	85
Dim Guard	100

HOW ACQUIRED	
Monster	boring bug, goodybag, goodybag X, skeleton, skeleton X
Other	—

SABOTEUR 86

ABILITY	Points
Decelerate	6
Sap	14
Tacticlamp	24
Slowing Slug	34
Deceleratle	46
Kasap	58
Aha	68
Sap Guard	84
Decelerate Guard	100

HOW ACQUIRED	
Monster	cyber slime, capsichum, skipper
Other	—

ANTIMAGIC 87

ABILITY	Points
Fizzle	5
Magic Frailty	10
Ping	18
Dim	26
Magic Barrier	38
Stupefying Strike	46
Bounce	56
Dim Guard	65
Fizzle Guard	75

HOW ACQUIRED	
Monster	black dragon, gryphon, heyedra
Other	—

ANTIMAGIC II 88

ABILITY	Points
Kafizzle	5
Magic Frailty	10
Magic Barrier	25
Bounce	35
Kadim	49
Kaping	65
Lingering Malhaze	81
Dim Guard	90
Fizzle Guard	100

HOW ACQUIRED	
Monster	—
Synthesize	75 points in Antimagic

ANTI-DRAGON 89

ABILITY	Points
Dragon Slash	5
Insulate	10
Blowback	18
Gobstopper	28
Breathtaking Bash	38
Insulatle	50
Brake Wind	64
Fire Breath Guard	80
Ice Breath Guard	100

HOW ACQUIRED	
Monster	boss troll, hyper heyedra, restless armour
Other	—

ANTI-METAL 90

ABILITY	Points
Accelerate	4
Metal Slash	12
Oomph	20
Magic Frailty	30
Acceleratle	40
Hatchet Man	50
Agility +30	70
Metal Beater	100

HOW ACQUIRED	
Monster	paws, gigantes, hunter mech
Other	—

BOLSTERER 91

ABILITY	Points
Buff	4
Sandstorm	8
Insulate	16
Kabuff	26
Insulatle	38
Selflessness	52
Magic Barrier	66
Mist Me	82
Sap Guard	100

HOW ACQUIRED	
Monster	shell slime, magmalice, dessert demon
Other	—

BARRICADE 92

ABILITY	Points
Kabuff	4
Blowback	9
Defending Champion	14
Clang	22
Brake Wind	30
Bounce	40
Mist Me	50
Counter	75
Sap Guard	100

HOW ACQUIRED	
Monster	mechan-o'-wyrm, living statue, mumboh-jumboe
Other	—

SEAL 93

ABILITY	Points
Breathtaking Bash	5
Break-dance Beat	11
Kafizzle	20
Magic Frailty	30
Critical Miss	42
Ban Dance	55
Gobstopper	69
Abiliterator	84
Blade Blunter	100

HOW ACQUIRED	
Monster	red dragon, winky, flyguy
Other	—

HYPNOTIST 94

ABILITY	Points
Snooze	6
Dazzle	12
Fuddle	16
Bemusing Breath	20
Tongue Lashing	24
Kasnooze	34
Kafuddle	44
Confusion Guard	72
Sleep Guard	100

HOW ACQUIRED	
Monster	eveel, lips, cross eye
Other	—

TOXIFIER 95

ABILITY	Points
Poisonous Poke	6
Poison Breath	12
Paralysing Punch	18
Burning Breath	26
Venom Breath	36
Venomous Volley	50
Poison Guard	75
Paralysis Guard	100

HOW ACQUIRED	
Monster	dragonthorn, argon lizard, giant moth
Other	—

FEAR-MONGER 96

ABILITY	Points
Heart Breaker	4
Fuddle	8
Tongue Lashing	14
Bemusing Breath	22
Baffling Bonk	30
Frenzy	42
Kafuddle	56
Inaction Guard	76
Confusion Guard	100

HOW ACQUIRED	
Monster	bag o' laughs, cannibox, trap box
Other	—

BAD BREATH 97

ABILITY	Points
Poison Breath	5
Sweet Breath	12
Blowback	22
Bemusing Breath	34
Brake Wind	46
Burning Breath	63
Venom Breath	80
Poison Guard	100

HOW ACQUIRED	
Monster	king bubble slime, night emperor, walking corpse
Other	—

DIMINISHER 98

ABILITY	Points
Slowing Slug	10
Weakening Wallop	20
Stupefying Strike	30
Blade Blunter	40
Breathtaking Bash	50
Break-dance Beat	60
Blinding Blow	75
Abiliterator	100

HOW ACQUIRED	
Monster	hell hornet, demonrider, roseguardin
Other	—

GUERRILLA 99

ABILITY	Points
Heart Breaker	4
Slowing Slug	11
Poisonous Poke	19
Baffling Bonk	29
Blinding Blow	39
Dodgy Dance	51
Paralysing Punch	63
Venomous Volley	80
Brake Wind	100

HOW ACQUIRED	
Monster	tyrantosaurus, mischievous mole, fencing fox, robbin' huddle
Other	—

ASSASSIN 100

ABILITY	Points
Sleep Sock	10
Paralysing Punch	20
Demon Demeaner	30
Dazzleflash	40
Baffling Bonk	50
Undead Undoer	60
Frenzy	70
Assassin's Stab	85
Whack Guard	100

HOW ACQUIRED	
Monster	metal dragon, killing machine, grim rider
Other	—

HUNTSMAN 101

ABILITY	Points
Sleep Sock	10
Penny Pincher	20
Klepto Clobber	30
Metal Slash	40
Dragon Slash	50
Double Up	60
Slime Dunk	80
Mysterian Mauler	100

HOW ACQUIRED	
Monster	wild boarfish, gorerilla, hammerhood
Other	—

BOUNTY HUNTER 102

ABILITY	Points
Klepto Clobber	5
Material Whirl	10
Penny Pincher	20
Mercurial Thrust	30
Metal Slash	45
Paralysing Punch	60
Assassin's Stab	75
Metal Beater	100

HOW ACQUIRED	
Monster	beetlebully, brownie, robbin' hood
Other	—

CRUSADER 103

ABILITY	Points
Miracle Slash	4
Multiheal	8
Zapple	16
Wave of Relief	24
Reheal	36
Prezing	48
Omniheal	64
Kazap	80
Zap Guard	100

HOW ACQUIRED	
Monster	balhib, nokturnus
Other	—

CURSADER 104

ABILITY	Points
Double-Edged Slash	5
Donk	10
Wave of Panic	17
Whack	25
Frenzy	35
Thwack	47
Kadonk	60
Zam Guard	80
Whack Guard	100

HOW ACQUIRED	
Monster	tortured soul, prince o' thieves, Ace of Spades
Other	—

MUSPELL 105

ABILITY	Points
Fuddle	4
Singe	10
Donk	16
Frenzy	22
Assassin's Stab	32
Whack	42
Mysterian Mauler	56
Sear	70
Magic Burst	100

HOW ACQUIRED	
Monster	dark slime, cross bones, orgodemir
Other	—

NIFLHEIM 106

ABILITY	Points
Cool Breath	8
Zam	16
Undead Undoer	24
Chilly Breath	32
Zammle	44
Lingering Malhaze	56
Wave of Panic	76
Kazam	100

HOW ACQUIRED	
Monster	dracolord, gripevine, dierantula, psaro
Other	—

DANCER 107

ABILITY	Points
Dodgy Dance	4
Weird Dance	12
Fuddle Dance	22
Tap Dance	32
Sultry Dance	42
Ban Dance	52
Hustle Dance	67
Death Dance	82
Kerplunk Dance	100

HOW ACQUIRED	
Monster	satyr, mud mannequin, dancing devil
Other	—

BOMBARDIER 108

ABILITY	Points
Boulder Dash	4
Bomb Slash	10
Kamikazee	18
Boulder Bash	31
Kerplunk	47
Blast Slash	65
Boulder Toss	85
Donk Guard	100

HOW ACQUIRED	
Monster	liquid metal slime, noble gasbagon, pazuzu
Other	—

TOUGHIE 109

ABILITY	Points
Sandstorm	10
Body Slam	20
Blowback	30
Sultry Dance	40
War Cry	50
Hustle Dance	65
One-on-One	75
Counter	100

HOW ACQUIRED	
Monster	jargon, drakulard, bullfinch
Other	—

BERSERKER 110

ABILITY	Points
Double-Edged Slash	6
Body Slam	13
Double Up	20
One-on-One	28
Frenzy	36
Hatchet Man	50
Kerplunk Dance	80
Sag Guard	100

HOW ACQUIRED	
Monster	notso macho, buffalogre, headhunter
Other	—

MARTYR 111

ABILITY	Points
Double-Edged Slash	10
Body Slam	18
Blowback	26
Double Up	35
One-on-One	44
Selflessness	53
Kamikazee	65
Kerplunk Dance	80
Kerplunk	100

HOW ACQUIRED	
Monster	nardragon, night clubber, rockbomb
Other	—

REAPER 112

ABILITY	Points
Helm Splitter	3
Demon Demeaner	8
Cool Breath	17
Whack	26
Chilly Breath	38
Assassin's Stab	53
Death Dance	68
Wave of Panic	84
Thwack	100

HOW ACQUIRED	
Monster	nemeslime, shadow, dhuran, wight king
Other	—

NIGHTMARE 113

ABILITY	Points
Drain Magic	4
Sleep Sock	10
Sweet Breath	16
Spooky Aura	26
Death Dance	40
Wave of Panic	50
Sleep Guard	75
Drain Magic Guard	100

HOW ACQUIRED	
Monster	pan piper, mimic, murdaw
Other	—

COLD SLEEP 114

ABILITY	Points
Snooze	4
Cool Breath	12
Sleep Sock	22
Whack	34
Chilly Breath	44
Kasnooze	56
Sleep Guard	78
Gobstopper Guard	100

HOW ACQUIRED	
Monster	frou-frou, snowbird, lethal armour
Other	—

CLERIC 115

ABILITY	Points
Zapple	5
Multiheal	10
Reheal	20
Kazap	30
Gigaslash	45
Omniheal	60
Gigagash	80
Zap Guard	100

HOW ACQUIRED	
Monster	frou-frou, snowbird, lethal armour
Other	—

AQUAPOTHECARY 116

ABILITY	Points
Heal	5
Waterspout	10
Sultry Dance	15
Midheal	23
Mist Me	33
Geyser	45
Amor Seco Rain	60
Song of Salvation	80
Magic Regenerator	100

HOW ACQUIRED	
Monster	king slime, ultra slime, alabast dragon
Other	—

ALL-ROUNDER 117

ABILITY	Points
Poison Breath	5
Weird Dance	12
Weakening Wallop	20
Fuddle Dance	28
Bemusing Breath	39
Break-dance Beat	52
Critical Miss	65
Amor Seco Rain	80
Song of Salvation	100

HOW ACQUIRED	
Monster	khalamari kid, merman, sea urchin
Other	—

MIME 118

ABILITY	Points
Tap Dance	4
Spooky Aura	10
Sultry Dance	18
Ban Dance	28
Gobstopper	40
Tongue Lashing	62
Hustle Dance	76
Ban Dance Guard	100

HOW ACQUIRED	
Monster	chainine, don mole, heedoovoodoo
Other	—

TRICKSTER 119

ABILITY	Points
Decelerate	6
Double-Edged Slash	12
Weird Dance	20
Deceleratle	31
Dim	42
Breathtaking Bash	55
Break-dance Beat	70
Stupefying Strike	85
Blowback	100

HOW ACQUIRED	
Monster	cheeky tiki, erazor blade
Other	—

SLIMER 120

ABILITY	Points
Frizz	2
Heal	5
Zap	15
Body Slam	22
Dazzleflash	30
Sag	40
Midheal	55
Share Magic	75
Steady Recovery	100

HOW ACQUIRED	
Monster	slime, bubble slime, drake slime, metal slime, slime X
Other	—

NATURALIST 121

ABILITY	Points
Heart Breaker	3
Sandstorm	7
Dragon Slash	13
Body Slam	19
Mercurial Thrust	27
Tongue Lashing	35
War Cry	45
Mysterian Mauler	57
Hatchet Man	75

HOW ACQUIRED	
Monster	great sabrecub, spiked hare, heligator, platypunk
Other	—

GRAVEHEART 122

ABILITY	Points
Poisonous Poke	6
Helm Splitter	14
Sleep Sock	22
Slowing Slug	32
Sweet Breath	45
Venomous Volley	60
Kamikazee	80
Whack Guard	100

HOW ACQUIRED	
Monster	ghost, funghoul, mummy boy, soulspawn
Other	—

DIABOLIST 123

ABILITY	Points
Fizzle	4
Donk	10
Aha	16
Kafizzle	24
Magic Frailty	36
Sag	53
Whack	70
Magic Barrier	85
Unnatural Order	100

HOW ACQUIRED	
Monster	atlas, lesser demon, silvapithecus, bone baron
Other	—

DRAGON LORE 124

ABILITY	Points
Fire Breath	5
Cool Breath	10
Sandstorm	17
War Cry	25
Boulder Dash	38
Singe	51
Wind Sickles	64
Chilly Breath	82
Flame Breath	100

HOW ACQUIRED	
Monster	dragon slime, green dragon, seasaur, hackasaurus, green dragon X
Other	—

BIRD BRAIN 125

ABILITY	Points
Accelerate	4
Wind Sickles	8
Acceleratle	16
Insulate	30
Sandstorm	38
Multislash	53
Insulatle	70
Brake Wind	80
Thin Air	100

HOW ACQUIRED	
Monster	stark raven, gargoyle, cockateer, mecha-mynah
Other	—

GREEN FINGER 126

ABILITY	Points
Squelch	4
Tingle	14
Midheal	22
Defuddle	30
Share Magic	42
Weird Dance	54
Song of Salvation	64
Tap Dance	84
Miracle Slash	100

HOW ACQUIRED	
Monster	rotten egg, treeface, stump chump
Other	—

HIVE MIND 127

ABILITY	Points
Buff	5
Snooze	10
Heart Breaker	15
Sleep Sock	25
Paralysing Punch	35
Nature Nerfer	50
Defending Champion	65
Fuddle Dance	80
Hustle Dance	100

HOW ACQUIRED	
Monster	scissor beatle, scorpion, beetleboy
Other	—

MATERIALIST 128

ABILITY	Points
Helm Splitter	7
Metal Slash	14
Hatchet Man	24
Kabuff	34
Bounce	46
Material Whirl	61
Kamikazee	76
Karplunk	100

HOW ACQUIRED	
Monster	dingaling, anchorman, golem, muddy hand
Other	—

WULFSPADE 129

ABILITY	Points
Zap	5
Oomph	11
Charring Slash	18
Spark	28
Zapple	40
Sag	48
Lightning	60
Steady Recovery	75

HOW ACQUIRED	
Monster	wulfspade
Other	—

WULFSPADE II 130

ABILITY	Points
Zapple	5
Oomphle	15
Lightning	23
Singeing Slash	33
Lightning Storm	45
Kazap	60
Kasag	70
Poisonous Touch	85
Dazzle Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Wulfspade

HAWKHART 131

ABILITY	Points
Frizz	5
Snooze	11
Flame Slash	19
Frizzle	28
Singe	36
Dazzle	48
Sear	60
Magic Regenerator	75

HOW ACQUIRED	
Monster	hawkhart
Other	—

HAWKHART II 132

ABILITY	Points
Frizzle	5
Dazzle	10
Inferno Slash	18
Kafrizz	30
Sear	42
Cremate	58
Kasnooze	70
Confusing Touch	85
Ban Dance Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Hawkhart

DIAMAGON 133

ABILITY	Points
Crack	5
Midheal	13
Waterspout	18
Frost Slash	23
Crackle	33
Zing	48
Geyser	60
Metal Beater	75

HOW ACQUIRED	
Monster	diamagon
Other	—

DIAMAGON II 134

ABILITY	Points
Crackle	5
Megaheal	15
Geyser	23
Blizzard Slash	33
Kacrack	45
Tidal Wave	55
Kazing	70
Paralysing Touch	85
Paralysing Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Diamagon

CLUBOON 135

ABILITY	Points
Bang	7
Boulder Dash	12
Buff	18
Bomb Slash	26
Boom	38
Sap	48
Boulder Bash	60
Master of Weapons	75

HOW ACQUIRED	
Monster	cluboon
Other	—

CLUBOON II 136

ABILITY	Points
Boom	8
Kabuff	16
Boulder Bash	24
Blast Slash	33
Boulder Toss	43
Kasap	55
Kaboom	70
Sleepy Touch	85
Inaction Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	75 points in Cluboon 2

WILDCARD 137

ABILITY	Points
Cremate	12
Tidal Wave	24
Blade Blunter	32
Boulder Toss	44
Paralysis Guard	54
Lightning Storm	66
Hustle Dance	74
Wind Shear	86
Kadonk	100

HOW ACQUIRED	
Monster	Wildcard
Other	—

DRAGONLORD 138

ABILITY	Points
Kafizzle	4
Megaheal	9
Cold Blizzard	19
Inferno	29
Spooky Aura	44
Wave of Panic	60
C-C-Cold Breath	80
Scorch	100

HOW ACQUIRED	
Monster	dragonlord
Other	—

DRAGOVIAN LORD 139

ABILITY	Points
Zapple	4
Magic Barrier	8
C-C-Cold Breath	15
Kazap	23
Wave of Relief	33
Scorch	45
Magic Burst	70
Gigagash	100

HOW ACQUIRED	
Monster	Dragovian lord
Other	—

LEOPOLD 140

ABILITY	Points
Chilly Breath	10
Whack	20
Critical Miss	30
Cold Blizzard	40
Magic Frailty	55
Mysterian Mauler	70
Thwack	85
C-C-Cold Breath	100

HOW ACQUIRED	
Monster	leopold
Other	—

DHOULMAGUS 141

ABILITY	Points
Kasap	4
War Cry	9
Bemusing Breath	14
Bounce	24
Disruptive Wave	34
Kaswoosh	46
Kacrack	58
Kamikazee	70
Kasag	100

HOW ACQUIRED	
Monster	dhoulmagus
Other	—

RHAPTHORNE 142

ABILITY	Points
Drain Magic	5
Kadim	10
Kasnooze	18
Clang	30
Spooky Aura	40
Cold Blizzard	50
Kaswoosh	65
Kacrack	80
Death Dance	100

HOW ACQUIRED	
Monster	rhapthorne
Other	—

RHAPTHORNE II 143

ABILITY	Points
Dazzle	4
Sweet Breath	8
Spooky Aura	12
Shadow Slash	17
C-C-Cold Breath	28
Disruptive Wave	44
Kazammle	64
Kaboomle	84
Comeback Kid	100

HOW ACQUIRED	
Monster	rhapthorne II
Other	—

ESTARK 144

ABILITY	Points
Double-Edged Slash	5
Multislash	11
Spooky Aura	19
Kacrack	31
Kazam	43
Comeback Kid	53
Assassin's Stab	68
Wave of Panic	80
Disruptive Wave	100

HOW ACQUIRED	
Monster	estark
Other	—

NIMZO 145

ABILITY	Points
Blowback	5
Kaping	10
Spooky Aura	15
Deep Breath	20
Inferno	35
Kafrizz	50
Kaboom	65
Scorch	80
Disruptive Wave	100

HOW ACQUIRED	
Monster	nimzo
Other	—

MORTAMOR 146

ABILITY	Points
Dazzleflash	5
Venom Breath	10
Burning Breath	20
Meditation	30
Inferno	40
Kaboom	55
Kazam	70
Disruptive Wave	100

HOW ACQUIRED	
Monster	mortamor
Other	—

CAPTAIN CROW 147

ABILITY	Points
Penny Pincher	4
Klepto Clobber	8
Blinding Blow	13
Multislash	23
Tacticlamp	35
Gigaslash	55
Gigagash	85
Master of Weapons	100

HOW ACQUIRED	
Monster	Captain Crow
Other	—

WULFSPADE III 148

ABILITY	Points
Critical Miss	10
Kafuddle	20
Counter	32
Kamikazee	42
Oomphle	55
Kasag	70
Kerplunk	85
Abiliterator Guard	100

HOW ACQUIRED	
Monster	wulfspade ace
Other	—

DIAMAGON III 149

ABILITY	Points
Crackle	5
Boom	10
Dazzleflash	20
Disruptive Wave	30
Kacrack	40
Kaboom	50
Gigaslash	70
Magic Burst	100

HOW ACQUIRED	
Monster	diamagon ace
Other	—

HAWKHART III 150

ABILITY	Points
Heal	4
Zing	12
Midheal	20
Multiheal	29
Wave of Relief	44
Reheal	58
Megaheal	68
Kazing	80
Omniheal	100

HOW ACQUIRED	
Monster	hawkhart ace
Other	—

CLUBOON III 151

ABILITY	Points
Helm Splitter	8
Blinding Blow	13
Hatchet Man	18
Multislash	28
Assassin's Stab	38
Gigaslash	53
Gigagash	75
Dazzle Guard	100

HOW ACQUIRED	
Monster	cluboon ace
Other	—

DR SNAPPED 152

ABILITY	Points
War Cry	10
Clang	16
Meditation	26
Wave of Panic	40
Kazammle	54
Decelerate Guard	64
Gobstopper Guard	74
Kasag	86
Lightning Storm	100

HOW ACQUIRED	
Monster	Dr Snapped
Other	—

RUIN 153

ABILITY	Points
Buff	5
Mercurial Thrust	10
Boulder Bash	20
Magic Multiplier	34
Comeback Kid	50
Insulate	60
Boulder Toss	72
Donk	78
Gigaslash	100

HOW ACQUIRED	
Monster	ruin
Other	—

OROCHI 154

ABILITY	Points
Fire Breath	2
Gobstopper	10
War Cry	18
Sandstorm	27
Flame Breath	39
Hocus Locust	49
Comeback Kid	63
Lightning Storm	80
Scorch	100

HOW ACQUIRED	
Monster	orochi
Other	—

ZENITH DRAGON 155

ABILITY	Points
Inferno	8
Cold Blizzard	13
Meditation	18
Scorch	28
Kadonk	38
C-C-Cold Breath	53
Wicked Waltz	75
Comeback Kid	100

HOW ACQUIRED	
Monster	zenith dragon
Other	—

ZOMA 156

ABILITY	Points
Blade Blunter	4
Kacrack	9
Megaheal	19
Cold Blizzard	29
Disruptive Wave	44
Kacrackle	60
C-C-Cold Breath	80
Big Banga	100

HOW ACQUIRED	
Monster	zoma
Other	—

EXORSUS 157

ABILITY	Points
Ping	5
Sizzle	15
Megaheal	23
Kasizz	33
Thwack	45
Kasizzle	60
Kadonk	70
Sizz Guard	85
Magical Sabotage Guard	100

HOW ACQUIRED	
Monster	Exorsus
Other	—

DUAL DUELLERS 158

ABILITY	Points
Dodgy Dance	5
Thin Air	13
Boulder Bash	21
Kazing	33
Boulder Toss	46
Wind Shear	59
Lingering Malhaze	73
Crack Guard	88
Magic Regenerator	100

HOW ACQUIRED	
Monster	Dual Duellers
Other	—

DORSAL FIEND 159

ABILITY	Points
Buff	8
Nature Nerfer	16
Drain Magic Guard	31
Undead Undoer	39
Kafuddle	50
Hocus Locust	58
Tidal Wave	70
Multifists	85
Donk Guard	100

HOW ACQUIRED	
Monster	Dorsal Fiend
Other	—

THORNELLA 160

ABILITY	Points
Kafizzle	4
Megaheal	9
Ban Dance	19
Magic Multiplier	29
Spooky Aura	44
Abiliterator	69
Death Dance	80
Wave of Panic	100

HOW ACQUIRED	
Monster	Thornella
Other	—

MORTELLA 161

ABILITY	Points
Demon Demeaner	8
Critical Miss	16
Acceleratle	26
Thin Air	36
Magic Frailty	51
Wind Shear	67
Thwack	85
Magical Sabotage Guard	100

HOW ACQUIRED	
Monster	Mortella
Other	—

CANZAR 162

ABILITY	Points
Dazzle	6
Slime Dunk	11
Deceleratle	17
Insulate	25
Hocus Locust	35
Poisonous Poke	49
Multiheal	67
Comeback Kid	78
Pearly Gates	100

HOW ACQUIRED	
Monster	Canzar
Other	—

AQUARION 163

ABILITY	Points
Geyser	5
Reheal	12
Material Whirl	20
Beast Bopper	28
Blinding Blow	36
Miracle Slash	49
Comeback Kid	65
Tidal Wave	80
Pearly Gates	100

HOW ACQUIRED	
Monster	Aquarion
Other	—

GREAT GODBIRD 164

ABILITY	Points
Comeback Kid	18
Insulatle	26
Multiheal	31
Unnatural Order	36
Defuddle	44
Omniheal	54
Donk Guard	69
Frizz Cracker	89
MP Gambit	100

HOW ACQUIRED	
Monster	great godbird
Other	—

STORMSGATE CITADEL 165

ABILITY	Points
Wind Sickles	6
Drain Magic	10
Kaswoosh	20
Paralysis Guard	32
One-on-One	42
Comeback Kid	57
Kadim	69
Thin Air	82
Kaswooshle	100

HOW ACQUIRED	
Monster	stormsgate citadel
Other	—

WORMONGER 166

ABILITY	Points
Poison Breath	5
Beast Bopper	10
Burning Breath	18
Material Whirl	26
Venom Breath	38
Venomous Volley	50
Bemusing Breath	65
Kadonk	85
Comeback Kid	100

HOW ACQUIRED	
Monster	wormonger
Other	—

MISSING LYNX 167

ABILITY	Points
Snooze	5
Sear	11
Sandstorm	20
Thin Air	30
Oomph	44
Counter	60
Kasag	72
Cremate	87
Comeback Kid	100

HOW ACQUIRED	
Monster	missing lynx
Other	—

BJORN 168

ABILITY	Points
War Cry	4
Boulder Bash	9
Nature Nerfer	16
Beast Bopper	23
Donk	35
Boulder Toss	50
Gigaslash	70
Comeback Kid	88
HP Gambit	100

HOW ACQUIRED	
Monster	bjorn
Other	—

EMPYREA 169

ABILITY	Points
Magical Sabotage Guard	18
Ping	26
Megaheal	31
Tacticlamp	36
Insulate	44
Multiheal	54
Comeback Kid	69
Wind Shear	89
Able Ambusher	100

HOW ACQUIRED	
Monster	Empyrea
Other	—

KHALAMARI 170

ABILITY	Points
Waterspout	5
Slime Dunk	11
Beast Bopper	17
Geyser	27
Tacticlamp	35
Magic Multiplier	49
Tidal Wave	65
Comeback Kid	80
Lingering Malhaze	100

HOW ACQUIRED	
Monster	khalamari
Other	—

SAGITTAR 171

ABILITY	Points
Dodgy Dance	5
Nature Nerfer	11
Aha	19
Baffling Bonk	31
Thin Air	43
Assassin's Stab	58
Abiliterator	70
Comeback Kid	80
Wind Shear	100

HOW ACQUIRED	
Monster	Sagittar
Other	—

LEONYX 172

ABILITY	Points
War Cry	5
Kasap	11
Mysterian Mauler	19
Meditation	29
Magic Regenerator	41
Kacrackle	55
Comeback Kid	67
Kafrizzle	81
Frizz Cracker	100

HOW ACQUIRED	
Monster	Leonyx
Other	—

RIGOR MORTEX 173

ABILITY	Points
Aha	5
Unnatural Order	13
Donk	25
Kasnooze	33
Comeback Kid	42
Clang	50
Showstopper	50
Blade Blunter Guard	80
Big Banga	100

HOW ACQUIRED	
Monster	Rigor Mortex
Other	—

ATTACK BOOST 174

ABILITY	Points
Attack +3	4
Maximum HP +5	8
Attack +3	14
Maximum HP +10	20
Attack +5	29
Maximum HP +10	38
Attack +5	50

HOW ACQUIRED	
Monster	scouted monsters
Other	—

ATTACK BOOST II 175

ABILITY	Points
Attack +5	4
Maximum HP +10	8
Attack +5	14
Maximum HP +10	20
Attack +5	28
Maximum HP +10	36
Attack +10	48
Maximum HP +10	60
Attack +10	75

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	50 points in Attack Boost

ATTACK BOOST III 176

ABILITY	Points
Attack +10	4
Maximum HP +10	8
Attack +10	13
Maximum HP +10	18
Attack +10	27
Maximum HP +20	36
Attack +18	48
Maximum HP +20	60
Attack +18	75
Sag Guard	100

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	75 points in Attack Boost II

DEFENCE BOOST 177

ABILITY	Points
Defence +5	4
Maximum HP +10	8
Defence +5	14
Maximum HP +10	20
Defence +10	29
Maximum HP +10	38
Defence +10	50

HOW ACQUIRED	
Monster	scouted monsters
Other	—

DEFENCE BOOST II 178

ABILITY	Points
Defence +10	4
Maximum HP +20	8
Defence +10	14
Maximum HP +20	20
Defence +18	28
Maximum HP +20	36
Defence +18	48
Maximum HP +20	60
Defence +18	75

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	50 points in Defence Boost

DEFENCE BOOST III 179

ABILITY	Points
Defence +18	4
Maximum HP +20	8
Defence +18	13
Maximum HP +20	18
Defence +18	27
Maximum HP +20	36
Defence +18	48
Maximum HP +20	60
Defence +18	75
Sap Guard	100

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	75 points in Defence Boost II

AGILITY BOOST 180

ABILITY	Points
Agility +5	4
Maximum HP +10	8
Agility +5	14
Maximum HP +10	20
Agility +10	29
Maximum HP +10	38
Agility +10	50

HOW ACQUIRED	
Monster	scouted monsters
Other	—

AGILITY BOOST II 181

ABILITY	Points
Agility +10	4
Maximum HP +20	8
Agility +10	14
Maximum HP +20	20
Agility +18	28
Maximum HP +20	36
Agility +18	48
Maximum HP +20	60
Agility +18	75

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	50 points in Agility Boost

AGILITY BOOST III 182

ABILITY	Points
Agility +18	4
Maximum HP +20	8
Agility +18	13
Maximum HP +20	18
Agility +18	27
Maximum HP +20	36
Agility +18	48
Maximum HP +20	60
Agility +18	75
Decelerate Guard	100

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	75 points in Agility Boost II

WISDOM BOOST 183

ABILITY	Points
Wisdom +5	4
Maximum MP +10	8
Wisdom +5	14
Maximum MP +10	20
Wisdom +10	29
Maximum MP +10	38
Wisdom +10	50

HOW ACQUIRED	
Monster	scouted monsters
Other	—

WISDOM BOOST II 184

ABILITY	Points
Wisdom +10	4
Maximum MP +20	8
Wisdom +10	14
Maximum MP +20	20
Wisdom +18	28
Maximum MP +20	36
Wisdom +18	48
Maximum MP +20	60
Wisdom +18	75

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	50 points in Wisdom Boost

WISDOM BOOST III 185

ABILITY	Points
Wisdom +18	4
Maximum MP +20	8
Wisdom +18	13
Maximum MP +20	18
Wisdom +18	27
Maximum MP +20	36
Wisdom +18	48
Maximum MP +20	60
Wisdom +18	75
Dim Guard	100

HOW ACQUIRED	
Monster	scouted monsters
Synthesis	75 points in Wisdom Boost II

FRIZZ WARD 186

ABILITY	Points
Wisdom +5	4
Maximum HP +10	9
Wisdom +5	15
Maximum MP +10	22
Frizz Guard	42
Wisdom +5	52
Magic Miser	64
Maximum HP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

BANG WARD 187

ABILITY	Points
Wisdom +5	4
Attack +10	9
Wisdom +5	15
Maximum MP +10	22
Bang Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

WOOSH WARD 188

ABILITY	Points
Wisdom +5	4
Agility +5	9
Wisdom +5	15
Maximum MP +10	22
Woosh Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

CRACK WARD 189

ABILITY	Points
Wisdom +5	4
Defence +5	9
Wisdom +5	15
Maximum MP +10	22
Crack Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

ZAP WARD 190

ABILITY	Points
Wisdom +5	4
Maximum MP +10	9
Wisdom +5	15
Maximum MP +10	22
Zap Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

ZAP WARD 190

ABILITY	Points
Wisdom +5	4
Maximum MP +10	9
Wisdom +5	15
Maximum MP +10	22
Zap Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

ZAM WARD 191

ABILITY	Points
Wisdom +10	4
Maximum MP +10	9
Wisdom +5	15
Maximum MP +10	22
Zam Guard	42
Wisdom +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

SIZZ WARD 192

ABILITY	Points
Wisdom +5	4
Maximum HP +10	9
Agility +5	15
Maximum MP +10	22
Sizz Guard	42
Wisdom +5	52
Magic Miser	64
Maximum HP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

DONK WARD 193

ABILITY	Points
Maximum HP +10	4
Defence +5	9
Maximum MP +10	15
Defence +5	22
Donk Guard	42
Defence +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

ABILITERATOR WARD 194

ABILITY	Points
Maximum HP +10	4
Attack +5	10
Maximum MP +10	19
Defence +5	29
Abiliterator Guard	54
Maximum HP +10	70
Magic Regenerator	100

HOW ACQUIRED	
Monster	Captain Crow, scouted monsters
Other	—

BLADE BLUNTER WARD 195

ABILITY	Points
Maximum HP +10	4
Agility +5	10
Maximum HP +10	19
Attack +5	29
Blade Blunter Guard	54
Agility +5	70
Able Ambusher	100

HOW ACQUIRED	
Monster	estark, scouted monsters
Other	great argon lizard (obtained at 50 monster types in holding pen)

FIRE BREATH WARD 196

ABILITY	Points
Maximum HP +10	4
Attack +5	9
Maximum HP +10	15
Attack +5	22
Fire Breath Guard	42
Attack +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

ICE BREATH WARD 197

ABILITY	Points
Maximum HP +10	4
Defence +5	9
Maximum HP +10	15
Defence +5	22
Ice Breath Guard	42
Defence +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

WHACK WARD 198

ABILITY	Points
Maximum HP +10	4
Maximum MP +10	10
Maximum HP +10	19
Maximum MP +10	29
Whack Guard	54
Maximum HP +10	70
Steady Recovery	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

DAZZLE WARD 199

ABILITY	Points
Maximum MP +10	4
Wisdom +5	10
Defence +5	19
Maximum HP +10	29
Dazzle Guard	54
Maximum MP +10	70
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

DRAGON QUEST MONSTERS-Joker

POISON WARD 200

ABILITY	Points
Maximum HP +10	4
Maximum MP +10	10
Maximum HP +10	19
Maximum MP +10	29
Poison Guard	54
Maximum HP +10	70
Steady Recovery	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

DRAIN MAGIC WARD 201

ABILITY	Points
Maximum MP +10	4
Agility +5	10
Maximum MP +10	19
Agility +10	29
Drain Magic Guard	54
Maximum MP +10	70
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

FIZZLE WARD 202

ABILITY	Points
Maximum MP +10	4
Wisdom +5	10
Maximum MP +10	19
Wisdom +10	29
Fizzle Guard	54
Maximum MP +10	70
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

GOBSTOPPER WARD 203

ABILITY	Points
Maximum HP +10	4
Agility +5	10
Maximum HP +10	19
Agility +10	29
Gobstopper Guard	54
Maximum HP +10	70
Steady Recovery	100

HOW ACQUIRED	
Monster	scouted monsters
Other	drakularge (obtained at 100 monster types in holding pen)

BAN DANCE WARD 204

ABILITY	Points
Agility +5	4
Agility +5	10
Agility +5	19
Agility +5	29
Ban Dance Guard	54
Agility +10	70
Able Ambusher	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

CONFUSION WARD 205

ABILITY	Points
Maximum HP +10	4
Defence +5	10
Maximum HP +10	19
Defence +10	29
Confusion Guard	54
Maximum HP +10	70
Able Ambusher	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

INACTION WARD 206

ABILITY	Points
Maximum HP +10	4
Defence +5	10
Agility +5	19
Maximum HP +10	29
Inaction Guard	54
Defence +10	70
Able Ambusher	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

PARALYSIS WARD 207

ABILITY	Points
Maximum HP +10	4
Defence +5	10
Agility +5	19
Maximum HP +10	29
Paralysis Guard	54
Defence +10	70
Steady Recovery	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

SLEEP WARD 208

ABILITY	Points
Maximum HP +10	4
Agility +5	10
Maximum HP +10	19
Agility +10	29
Sleep Guard	54
Maximum HP +10	70
Able Ambusher	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

SAG WARD 209

ABILITY	Points
Maximum HP +10	4
Attack +5	9
Maximum MP +10	15
Defence +5	22
Sag Guard	42
Maximum HP +10	52
Magic Miser	64
Attack +5	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

SAP WARD 210

ABILITY	Points
Defence +5	4
Agility +5	9
Maximum HP +10	15
Maximum MP +10	22
Sap Guard	42
Defence +5	52
Magic Miser	64
Maximum MP +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

DECELERATE WARD 211

ABILITY	Points
Maximum MP +10	4
Agility +5	9
Wisdom +5	15
Maximum HP +10	22
Decelerate Guard	42
Maximum MP +10	52
Magic Miser	64
Agility +5	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	metal king slime (obtained at 150 monster types in holding pen)

DIM WARD 212

ABILITY	Points
Wisdom +5	4
Wisdom +5	9
Maximum HP +10	15
Maximum MP +10	22
Dim Guard	42
Defence +5	52
Magic Miser	64
Wisdom +10	76
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	grandpa slime (obtained at 200 monster types in holding pen)

MAGICAL SABOTAGE WARD 213

ABILITY	Points
Maximum HP +10	4
Attack +5	10
Maximum MP +10	19
Defence +5	29
Magical Sabotage Guard	54
Wisdom +5	70
Magic Scrooge	100

HOW ACQUIRED	
Monster	scouted monsters
Other	—

ÜBER DARK DYNAMITER 214

ABILITY	Points
Kafrizz	4
Kazam	8
Kaboom	13
Inferno Slash	22
Blast Slash	31
Shadow Slash	40
Kafrizzle	60
Kazammle	80
Kaboomle	100

HOW ACQUIRED	
Monster	conklave XY
Synthesis	Frizz & Bang III (100) + (Anything) & Zam III (100)

ÜBER BLESSED BLIZZARDIER 215

ABILITY	Points
Kaswoosh	4
Kazap	8
Kacrack	13
Gale Slash	22
Sacred Slash	31
Blizzard Slash	40
Kaswooshle	60
Kazapple	80
Kacrackle	100

HOW ACQUIRED	
Monster	bjorn (scouted)
Synthesis	Frizz & Zap III (100) + Frizz & Zam III (100) + Bang & Woosh III (100)

ÜBER MAGE 216

ABILITY	Points
Kafrizzle	14
Kazapple	28
Kazammle	42
Kaswooshle	56
Kacrackle	70
Kaboomle	85
Kasizzle	100

HOW ACQUIRED	
Monster	missing lynx (scouted)
Synthesis	Frizz & Bang III (100) + Woosh & Crack III (100) + Sizz & Zap III (100)

ÜBER BREATH 217

ABILITY	Points
Sweet Breath	5
Blowback	11
Venom Breath	19
Bemusing Breath	27
Deep Breath	35
Burning Breath	45
Scorch	60
C-C-Cold Breath	75
Gobstopper Guard	100

HOW ACQUIRED	
Monster	green dragon XY
Synthesis	Breath III (100) + Bad Breath (100)

ÜBER KNIGHT 218

ABILITY	Points
Inferno Slash	8
Blast Slash	16
Gale Slash	24
Singeing Slash	32
Blizzard Slash	40
Sacred Slash	48
Shadow Slash	56
Gigaslash	76
Gigagash	100

HOW ACQUIRED	
Monster	skeleton XY
Synthesis	Firewind Slashes (100) + Thunderwind Slashes (100) + Iceplosion Slashes (100) + Darklight Slashes (100)

ÜBER HEALER 219

ABILITY	Points
Megaheal	7
Dodgy Dance	13
Give Magic	21
Magic Barrier	31
Multiheal	41
Kazing	56
Mist Me	64
Prezing	80
Omniheal	100

HOW ACQUIRED	
Monster	chimaera XY, Empyrea (scouted)
Synthesis	Healer (100) + Mage-Aid (100) + Bolsterer (100)

ÜBER HELPFUL 220

ABILITY	Points
Acceleratle	8
Kabuff	16
Decelerate	24
Kasap	32
Kaping	47
Oomphle	62
Kadim	80
Kasag	100

HOW ACQUIRED	
Monster	feeny sanguini XY, khalamari (scouted)
Synthesis	Fortifier (100) + Enfeebler (100) +Saboteur (100)

ÜBER CHARMER 221

ABILITY	Points
Fizzle	8
Snooze	16
Drain Magic	25
Kafizzle	35
Dazzle	45
Kasnooze	60
Fuddle	70
Magic Frailty	80
Kafuddle	100

HOW ACQUIRED	
Monster	goodybag XY, wormonger (scouted)
Synthesis	Hypnotist (100) + Seal (100)

ÜBER WINDBLAST WARD 222

ABILITY	Points
Maximum HP +20	5
Maximum MP +20	10
Maximum HP +30	30
Maximum MP +30	50
Woosh Guard	70
Bang Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	Bang Ward (100) + Woosh Ward (100)

ÜBER DARKLIGHT WARD 223

ABILITY	Points
Maximum HP +20	5
Maximum MP +20	10
Maximum HP +30	30
Maximum MP +30	50
Zap Guard	70
Zam Guard	100

HOW ACQUIRED	
Monster	Canzar (scouted)
Synthesis	Zap Ward (100) + Zam Ward (100)

ÜBER ZAPOLOGIST 224

ABILITY	Points
Kazap	4
Kasizz	8
Lightning	12
Singeing Slash	17
Sacred Slash	22
Kazapple	41
Kasizzle	60
Lightning Storm	88
Big Banga	100

HOW ACQUIRED	
Monster	slime XY
Synthesis	Sizz & Zap III (100) + Fire III (100)

ÜBER HEALTH BOOST 225

ABILITY	Points
Maximum HP +5	5
Maximum HP +10	13
Maximum HP +15	23
Maximum HP +20	33
Maximum HP +22	43
Maximum HP +24	53
Maximum HP +26	63
Maximum HP +28	73
Maximum HP +30	85
Maximum HP +35	100

HOW ACQUIRED	
Monster	—
Synthesis	Boom Boxer (100) + Healer (100) + Attack Boost (100) + Martial Artist (100)

ÜBER MAGIC BOOST 226

ABILITY	Points
Maximum MP +5	5
Maximum MP +10	13
Maximum MP +15	23
Maximum MP +20	33
Maximum MP +22	43
Maximum MP +24	53
Maximum MP +26	63
Maximum MP +28	73
Maximum MP +30	85
Maximum MP +35	100

HOW ACQUIRED	
Monster	slime XY
Synthesis	Sizz & Zap III (100) + Fire III (100)

ÜBER ATTACK BOOST 227

ABILITY	Points
Attack +3	5
Attack +5	13
Attack +10	23
Attack +12	33
Attack +15	43
Attack +18	53
Attack +21	63
Attack +24	73
Attack +27	85
Attack +30	100

HOW ACQUIRED	
Monster	—
Synthesis	Boom Boxer (100) + Healer (100) + Attack Boost (100) + Martial Artist (100)

ÜBER DEFENCE BOOST 228

ABILITY	Points
Defence +3	5
Defence +5	13
Defence +10	23
Defence +12	33
Defence +15	43
Defence +18	53
Defence +21	63
Defence +24	73
Defence +27	85
Defence +30	100

HOW ACQUIRED	
Monster	—
Synthesis	Windblower (100) + Sap Ward (100) + Defence Boost (100) + Priest (100)

ÜBER AGILITY BOOST 229

ABILITY	Points
Agility +3	5
Agility +5	13
Agility +10	23
Agility +12	33
Agility +15	43
Agility +18	53
Agility +21	63
Agility +24	73
Agility +27	85
Agility +30	100

HOW ACQUIRED	
Monster	—
Synthesis	Icemeister (100) + Decelerate Ward (100) + Agility Boost (100) + Thief (100)

ÜBER WISDOM BOOST 230

ABILITY	Points
Wisdom +3	5
Wisdom +5	13
Wisdom +10	23
Wisdom +12	33
Wisdom +15	43
Wisdom +18	53
Wisdom +21	63
Wisdom +24	73
Wisdom +27	85
Wisdom +30	100

HOW ACQUIRED	
Monster	—
Synthesis	White Knight (100) + Dim Ward (100) + Wisdom Boost (100) + Sage (100)

ÜBER HEAT WARD 231

ABILITY	Points
Maximum HP +20	5
Maximum MP +20	10
Maximum HP +30	30
Maximum MP +30	50
Frizz Guard	70
Fire Breath Guard	100

HOW ACQUIRED	
Monster	—
Synthesis	Fire Breath Ward (100) + Frizz Ward (100)

DRAGON QUEST MONSTERS-Joker

ÜBER COLD WARD 232

ABILITY	Points
Maximum HP +20	5
Maximum MP +20	10
Maximum HP +30	30
Maximum MP +30	50
Crack Guard	70
Ice Breath Guard	100

HOW ACQUIRED	
Monster	—
Other	Ice Breath Ward (100) + Crack Ward (100)

WARRIOR 233

ABILITY	Points
Helm Splitter	5
Maximum HP +10	10
Metal Slash	17
Attack +10	24
Dragon Slash	32
Maximum HP +10	40
Multislash	49
Attack +10	59
Hatchet Man	70
Master of Weapons	100

HOW ACQUIRED	
Monster	—
Other	use warrior's scroll

MAGE 234

ABILITY	Points
Swoosh	5
Maximum MP +10	10
Frizzle	17
Wisdom +10	24
Crackle	32
Maximum MP +20	40
Boom	49
Wisdom +10	59
Kafizzle	70
Frizz Cracker	100

HOW ACQUIRED	
Monster	—
Other	use mage's scroll

PRIEST 235

ABILITY	Points
Heal	5
Maximum MP +10	10
Squelch	17
Wisdom +5	24
Midheal	32
Maximum MP +10	40
Zing	49
Wisdom +18	59
Whack	70
Pearly Gates	100

HOW ACQUIRED	
Monster	—
Other	use priest's scroll

MARTIAL ARTIST 236

ABILITY	Points
Heart Breaker	5
Maximum MP +10	10
Body Slam	17
Attack +10	24
Defending Champion	32
Agility +18	40
Double Up	49
Attack +10	59
Multifists	70
Able Ambusher	100

HOW ACQUIRED	
Monster	—
Other	use martial artist's scroll

SAGE 237

ABILITY	Points
Prezing	5
Maximum MP +10	10
Dazzleflash	17
Wisdom +10	24
Multiheal	32
Maximum MP +20	40
Kazing	49
Wisdom +18	59
Wave of Relief	70
Big Banga	100

HOW ACQUIRED	
Monster	—
Other	use sage's scroll

THIEF 238

ABILITY	Points
Accelerate	5
Agility +10	10
Klepto Clobber	17
Agility +10	24
Acceleratle	32
Agility +10	40
Penny Pincher	49
Agility +10	59
Dodgy Dance	70
Decelerate Guard	100

HOW ACQUIRED	
Monster	—
Other	use thief's scroll

FLUTE WARRIOR 239

ABILITY	Points
Sap	5
Metal Beater	15
Decelerate	20
Dazzle Guard	30
Give Magic	42
Inaction Guard	52
Showstopper	68
Comeback Kid	82
Big Banga	100

HOW ACQUIRED	
Monster	schleiman tank
Other	—

WONDER CONSTRUCTION 240

ABILITY	Points
Boulder Dash	6
Singe	12
Spark	18
Waterspout	24
Fuddle Dance	34
Ban Dance Guard	46
Wind Sickles	52
Master of Weapons	70
Wicked Waltz	100

HOW ACQUIRED	
Monster	maniacal mole
Other	—

MORRIE'S MELANGE 241

ABILITY	Points
Sap	8
Attack +5	17
Oomph	27
Attack +10	39
Oomphie	55
Genius Talent Scout	100

HOW ACQUIRED	
Monster	schleiman tank, dhoulmagus
Other	—

BATTLE ROAD MASTER 242

ABILITY	Points
Slime Dunk	6
Attack +18	14
Dragon Slash	20
Poison Guard	30
Insulatle	36
Defence +18	44
Counter	56
Confusion Guard	66
Gigagash	84
Master of Weapons	108

HOW ACQUIRED	
Monster	schleiman tank, dhoulmagus
Other	—

HERO OF THE HEAVENS 243

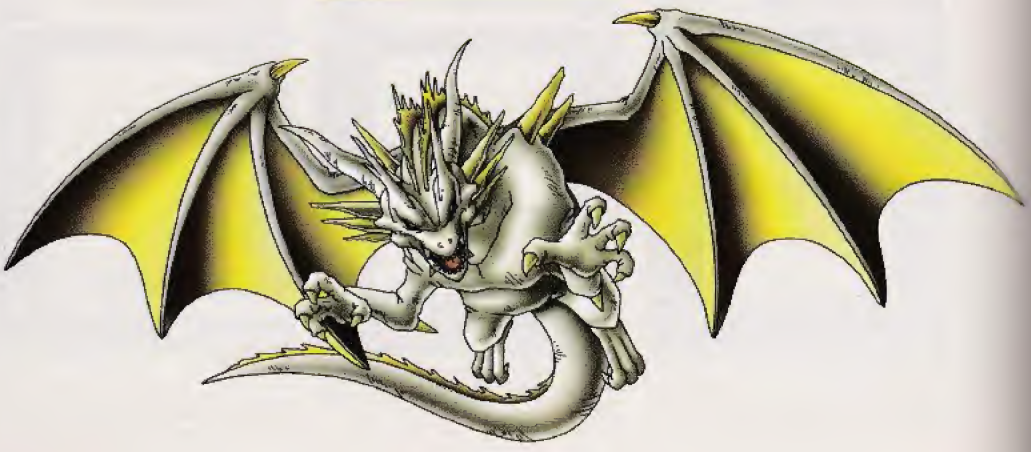
ABILITY	Points
Inferno	6
Oomph	15
Inferno Slash	23
Multiheal	32
Cremate	44
Wave of Relief	55
Kazapple	75
Scorch	100

HOW ACQUIRED	
Monster	greygnarl
Other	—

VILE VOID 244

ABILITY	Points
Cold Blizzard	6
War Cry	11
Wave of Panic	23
Meditation	32
Lightning Storm	44
Lingering Malhaze	60
Kazammle	75
C-C-Cold Breath	100

HOW ACQUIRED	
Monster	Barbarus
Other	—



TRAITS

Traits are passive abilities that convey a variety of benefits to your monsters. The majority of monsters have a single Trait, but a handful of monsters have zero Traits, while other monsters have multiple Traits. There are three categories of Traits: Special Effects, Parameter Tweaks, and Resistance +/-. Special Effects Traits impact a monster's abilities in combat or while scouting. Parameter Tweaks alter the monster's statistics (HP, MP, Attack, etc.) in various ways. Resistances +/- deal with the families of spells (Sag, Zam, etc.) and either how effectively a monster employs those spells or how well the monster stands up to the effects of those types of spells.

TRAITS FROM SKILLS

Most Traits are inherent to a certain type of monster. For example, one of the possible starting monsters, bad egg, has the Crafty Gobstopper Trait. All bad eggs, regardless of how you obtain them, have this Trait. However, there is a second type of Trait that comes from allocating points into certain Skills.

If you want a creature with Donk Guard, for example, it must have one of the following Skills: Bombardier, Dorsal Fiend, Great Godbird, or Donk Ward. To learn more about Skills, check out that section of the guide, as well as the section on monster synthesis to see how to assign Skills to monsters.

ALPHABETICAL LISTING OF TRAITS

#	TRAIT
140	Abiliterator Guard
30	Able Ambusher
112-121	Agility +
55	Agility Roulette
1	Artful Dodger
92-101	Attack +
53	Attack Roulette
150	Ban Dance Guard
133	Bang Guard
23	Bangmeister
16	Big Hitter
141	Blade Blunter Guard
40	Bouncer
42	Close Scraper
59	Comeback Kid
37	Confusing Touch
151	Confusion Guard
41	Counteractivist
12	Counterstriker
135	Crack Guard
25	Crackmeister
168	Crafty Abiliterator
161	Crafty Banger
169	Crafty Blade Blunter
179	Crafty Confuser
163	Crafty Cracker
178	Crafty Dance Banner

#	TRAIT
173	Crafty Dazzler
185	Crafty Decelerater
188	Crafty Devil
186	Crafty Dimmer
167	Crafty Donker
170	Crafty Fire Breather
176	Crafty Fizzler
160	Crafty Frizzer
177	Crafty Gobstopper
171	Crafty Ice Breather
180	Crafty Inactivist
175	Crafty Magic Drainer
187	Crafty Magical Saboteur
181	Crafty Paralyser
174	Crafty Poisoner
183	Crafty Sagger
184	Crafty Sapper
166	Crafty Sizzer
182	Crafty Sleeper
172	Crafty Whacker
162	Crafty Woosher
165	Crafty Zammer
164	Crafty Zapper
5	Critical Massacre
145	Dazzle Guard
39	Deadly Touch
157	Decelerate Guard

#	TRAIT
102-111	Defence +
54	Defence Roulette
29	Desperado
158	Dim Guard
61	Disruptive Wave
139	Donk Guard
4	Double Trouble
147	Drain Magic Guard
9	Early Bird
18	Escape Artist
69	Fast Learner
142	Fire Breath Guard
148	Fizzle Guard
7	Fly Swatter
48	Foot Dragger
132	Frizz Guard
22	Frizzmeister
45	Genius Talent Scout
34	Giant Killer
149	Gobstopper Guard
70	Gold Getter
17	Grand Slammer
21	Health Professional
62	Heckling Hector
10	Hit Squad
11	Hopeful Hitter
57	HP Gambit

#	TRAIT
51	HP Roulette
143	Ice Breath Guard
67	Imposing
152	Inaction Guard
68	Intimidating
8	Last Word
65	Late Riser
71	Lootist
31	Magic Miser
20	Magic Regenerator
32	Magic Scrooge
159	Magical Sabotage Guard
33	Master of Weapons
72-81	Maximum HP +
82-91	Maximum MP +
6	Metal Beater
2	Metal Body
58	MP Gambit
52	MP Roulette
14	Paralysing
35	Paralysing Touch
153	Paralysis Guard
15	Perilous Parrier
146	Poison Guard
13	Poisonous
36	Poisonous Touch
44	Pro Talent Scout

#	TRAIT
3	Psycho
63	Rabble Rouser
155	Sag Guard
156	Sap Guard
66	Scare Stare
138	Sizz Guard
28	Sizzmeister
154	Sleep Guard
38	Sleepy Touch
19	Steady Recovery
64	Strangely Alluring
50	Tactical Genius
49	Tactical Trooper
43	Talent Scout
47	Timid
60	Wave of Relief
144	Whack Guard
122-131	Wisdom +
56	Wisdom Roulette
134	Woosh Guard
24	Wooshmeister
46	Yellow-belly
137	Zam Guard
27	Zammeister
136	Zap Guard
26	Zapmeister

TRAITS WITH DESCRIPTIONS, SORTED BY NUMBER

#	TRAIT	DESCRIPTION
1	Artful Dodger	Doubles the chance of evading enemy attacks.
2	Metal Body	Cuts damage sustained from enemy attacks to 1/3.
3	Psycho	Allows monsters to Psyche Up in battle.
4	Double Trouble	Monster will act twice in succession when not given specific orders.
5	Critical Massacre	Doubles the chance of landing a critical hit.
6	Metal Beater	Damage inflicted on enemies with metal bodies increases by 1 point.
7	Fly Swatter	Prevents enemies from using Artful Dodger.
8	Last Word	Monster will attack last in battle.
9	Early Bird	Monster will attack first in battle.
10	Hit Squad	Monster can launch multiple attacks in succession.
11	Hopeful Hitter	Attacks often miss the mark but can deliver critical hits.
12	Counterstriker	Monster may launch a counter-attack when attacked.
13	Poisonous	Monster may inflict Poison on enemies upon being attacked.
14	Paralysing	Monster may inflict Paralysis on enemies upon being attacked.
15	Perilous Parrier	Monster will usually sustain more damage but will occasionally take none.
16	Big Hitter	Increases damage dealt by attacks, Skills, and abilities.
17	Grand Slammer	Attacks strike all enemies, and damage dealt by Skills and abilities increases.
18	Escape Artist	Monster will always be able to flee from a battle.
19	Steady Recovery	Monster recovers a little HP each time it acts in battle.
20	Magic Regenerator	Monster recovers a little MP each time it acts in battle.
21	Health Professional	Boosts healing spell effects while decreasing MP consumption.
22	Frizzmeister	Boosts Frizz-type magic effects while decreasing MP consumption.
23	Bangmeister	Boosts Bang-type magic effects while decreasing MP consumption.
24	Wooshmeister	Boosts Woosh-type magic effects while decreasing MP consumption.
25	Crackmeister	Boosts Crack-type magic effects while decreasing MP consumption.
26	Zapmeister	Boosts Zap-type magic effects while decreasing MP consumption.
27	Zammeister	Boosts Zam-type magic effects while decreasing MP consumption.
28	Sizzmeister	Boosts Sizz-type magic effects while decreasing MP consumption.
29	Desperado	Increases the chance of landing a critical hit when HP is extremely low.
30	Able Ambusher	Doubles the chance of launching preemptive strikes.
34	Giant Killer	Monster can deal heavy damage to large monsters.
35	Paralysing Touch	Can paralyse enemies when attacking.
36	Poisonous Touch	Can poison enemies when attacking.
37	Confusing Touch	Can confuse enemies when attacking.
38	Sleepy Touch	Can put enemies to sleep with a successful attack.
39	Deadly Touch	Can send an attacked enemy to the hereafter.
40	Bouncer	Bounce is constantly activated and cannot be canceled.
41	Counteractivist	Counter is constantly activated and cannot be canceled.
42	Close Scraper	Enables monster to survive fatal damage with 1HP.
43	Talent Scout	Scout gauge can be boosted when a show of strength is launched.
44	Pro Talent Scout	Scout gauge will be boosted considerably when a show of strength is launched.
46	Yellow-belly	Monster may occasionally become flustered and unable to act.
47	Timid	Monster can occasionally become excessively timid and refuse to act.
48	Foot Dragger	Monster can occasionally refuse to listen to orders and not act.
49	Tactical Trooper	Monster will carry out an action once or twice in a row when not given specific orders.

TRAITS FROM SKILLS		
#	Trait	Description
31	Magic Miser	Reduces MP consumption to 3/4.
32	Magic Scrooge	Reduces MP consumption to 1/2.
33	Master of Weapons	Allows monster to equip every type of weapon.

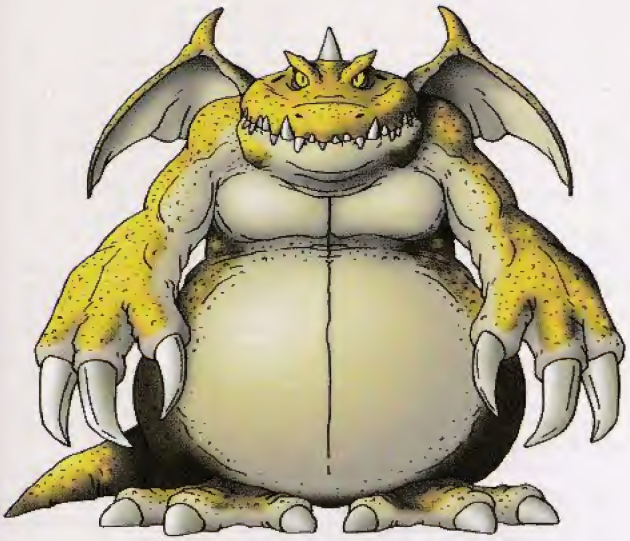
TRAITS FROM SKILLS		
#	Trait	Description
45	Genius Talent Scout	The sole learnable Trait among the Talent Scout set of Traits. Scout gauge will be boosted very slightly when a show of strength is launched.

TRAITS FROM SKILLS		
#	Trait	Description
51	HP Roulette	Maximum HP may increase or decrease in battle.
52	MP Roulette	Maximum MP may increase or decrease in battle.
53	Attack Roulette	Attack may increase or decrease in battle.
54	Defence Roulette	Defence may increase or decrease in battle.
55	Agility Roulette	Agility may increase or decrease in battle.
56	Wisdom Roulette	Wisdom may increase or decrease in battle.
57	HP Gambit	HP increases to 1.5 times its maximum in battle, but attack and defence are both reduced to 1.
58	MP Gambit	MP increases to 2 times its maximum in battle, but attack and wisdom are both reduced to 1.

TRAITS FROM SKILLS		
#	Trait	Description
72-81	Maximum HP +	Increases Maximum HP by the given amount.
82-91	Maximum MP +	Increases Maximum MP by the given amount.
92-101	Attack +	Increases attack power by the given amount
102-111	Defence +	Increases defence by the given amount.
112-121	Agility +	Increases agility by the given amount.
122-131	Wisdom +	Increases wisdom by the given amount.
132	Frizz Guard	Increases resistance to Frizz-type magic.
133	Bang Guard	Increases resistance to Bang-type magic.
134	Woosh Guard	Increases resistance to Woosh-type magic.
135	Crack Guard	Increases resistance to Crack-type magic.
136	Zap Guard	Increases resistance to Zap-type magic.
137	Zam Guard	Increases resistance to Zam-type magic.
138	Sizz Guard	Increases resistance to Sizz-type magic.
139	Donk Guard	Increases resistance to Donk-type magic.
140	Abiliterator Guard	Increases resistance to Abiliterator-type magic.
141	Blade Blunter Guard	Increases resistance to Blade Blunter-type magic.
142	Fire Breath Guard	Increases resistance to Fire Breath-type magic.
143	Ice Breath Guard	Increases resistance to Ice Breath-type magic.
144	Whack Guard	Increases resistance to Whack-type magic.
145	Dazzle Guard	Increases resistance to Dazzle-type magic.
146	Poison Guard	Increases resistance to Poison-type magic.
147	Drain Magic Guard	Increases resistance to Drain Magic-type magic.
148	Fizzle Guard	Increases resistance to Fizzle-type magic.
149	Gobstopper Guard	Increases resistance to Gobstopper-type magic.
150	Ban Dance Guard	Increases resistance to Ban Dance-type magic.
151	Confusion Guard	Increases resistance to Confusion-type magic.
152	Inaction Guard	Increases resistance to Inaction-type magic.
153	Paralysis Guard	Increases resistance to Paralysis-type magic.
154	Sleep Guard	Increases resistance to Sleep-type magic.
155	Sag Guard	Increases resistance to Sag-type magic.
156	Sap Guard	Increases resistance to Sap-type magic.
157	Decelerate Guard	Increases resistance to Decelerate-type magic.
158	Dim Guard	Increases resistance to Dim-type magic.
159	Magical Sabotage Guard	Increases resistance to Magical Sabotage-type magic.

#	TRAIT	DESCRIPTION
50	Tactical Genius	Monster will carry out an action one to three times in a row when not given specific orders.
59	Comeback Kid	Monster will have a slim chance of being revived after dying.
60	Wave of Relief	Wave of Relief may be launched automatically during battles.
61	Disruptive Wave	Disruptive Wave may be launched automatically during battles.
62	Heckling Hector	When an enemy's tension increases in battle, all foes' tension will automatically decrease.
63	Rabble Rouser	Can increase tension of all allies at the start of a battle.
64	Strangely Alluring	Can Dazzle enemies and immobilize them at the start of a battle.
65	Late Riser	Monster may occasionally fall asleep at the start of battle.
66	Scare Stare	Can unnerve enemies with a piercing stare and immobilize them at the start of a battle.
67	Imposing	The monster's imposing presence can immobilize enemies at the start of a battle.
68	Intimidating	Can intimidate enemies and immobilize them at the start of a battle.
69	Fast Learner	Experience points received after a battle are increased by 10%. If multiple monsters in the team possess this Trait, this percentage will increase.
70	Gold Getter	The amount of gold coins received after a battle is increased by 20%. If multiple monsters in the team possess this trait, this percentage will increase.
71	Lootist	The chance of receiving items after a battle is increased. If multiple monsters in the team possess this trait, this chance will increase further.
160	Crafty Frizzer	Reduces enemies' resistance to Frizz-type magic. Has no effect on enemies that are impervious to Frizz-type magic.
161	Crafty Banger	Reduces enemies' resistance to Bang-type magic. Has no effect on enemies that are impervious to Bang-type magic.
162	Crafty Woosher	Reduces enemies' resistance to Woosh-type magic. Has no effect on enemies that are impervious to Woosh-type magic.
163	Crafty Cracker	Reduces enemies' resistance to Crack-type magic. Has no effect on enemies that are impervious to Crack-type magic.
164	Crafty Zapper	Reduces enemies' resistance to Zap-type magic. Has no effect on enemies that are impervious to Zap-type magic.
165	Crafty Zammer	Reduces enemies' resistance to Zam-type magic. Has no effect on enemies that are impervious to Zam-type magic.
166	Crafty Sizzer	Reduces enemies' resistance to Sizz-type magic. Has no effect on enemies that are impervious to Sizz-type magic.
167	Crafty Donker	Reduces enemies' resistance to Donk-type magic. Has no effect on enemies that are impervious to Donk-type magic.

#	TRAIT	DESCRIPTION
168	Crafty Abiliterator	Reduces enemies' resistance to Abiliterator. Has no effect on enemies that are impervious to Abiliterator.
169	Crafty Blade Blunter	Reduces enemies' resistance to Blade Blunter. Has no effect on enemies that are impervious to Blade Blunter.
170	Crafty Fire Breather	Reduces enemies' resistance to Fire Breath. Has no effect on enemies that are impervious to Fire Breath.
171	Crafty Ice Breather	Reduces enemies' resistance to Ice Breath. Has no effect on enemies that are impervious to Ice Breath.
172	Crafty Whacker	Reduces enemies' resistance to Whack-type magic. Has no effect on enemies that are impervious to Whack-type magic.
173	Crafty Dazzler	Reduces enemies' resistance to Dazzle-type magic. Has no effect on enemies that are impervious to Dazzle-type magic.
174	Crafty Poisoner	Reduces enemies' resistance to Poison. Has no effect on enemies that are impervious to Poison.
175	Crafty Magic Drainer	Reduces enemies' resistance to Drain Magic spells. Has no effect on enemies that are impervious to Drain Magic.
176	Crafty Fizzler	Reduces enemies' resistance to Fizzle-type magic. Has no effect on enemies that are impervious to Fizzle-type magic.
177	Crafty Gobstopper	Reduces enemies' resistance to Gobstopper. Has no effect on enemies that are impervious to Gobstopper.
178	Crafty Dance Banner	Reduces enemies' resistance to Ban Dance. Has no effect on enemies that are impervious to Ban Dance.
179	Crafty Confuser	Reduces enemies' resistance to Confusion. Has no effect on enemies that are impervious to confusion.
180	Crafty Inactivist	Reduces enemies' resistance to missing a turn. Has no effect on enemies that are resistant to missing a turn.
181	Crafty Paralyser	Reduces enemies' resistance to Paralysis. Has no effect on enemies that are impervious to Paralysis.
182	Crafty Sleeper	Reduces enemies' resistance to Sleep. Has no effect on enemies that are impervious to Sleep.
183	Crafty Sagger	Reduces enemies' resistance to Sag-type magic. Has no effect on enemies that are impervious to Sag-type magic.
184	Crafty Sapper	Reduces enemies' resistance to Sap-type magic. Has no effect on enemies that are impervious to Sap-type magic.
185	Crafty Decelerater	Reduces enemies' resistance to Decelerate-type magic. Has no effect on enemies that are impervious to Decelerate-type magic.
186	Crafty Dimmer	Reduces enemies' resistance to Dim-type magic. Has no effect on enemies that are impervious to Dim-type magic.
187	Crafty Magical Saboteur	Reduces enemies' resistance to Magic Frailty. Has no effect on enemies that are impervious to Magic Frailty.
188	Crafty Devil	Reduces enemies' resistance to all spells, abilities, and status ailments.



ABILITIES & SPELLS

DAMAGING ABILITIES

ICON	NAME	TYPE	MP COST	DESCRIPTION
	Bang	Bang	5	Damages all enemies with a small explosion. (19 - 78 damage)
	Boom	Boom	8	Engulfs all enemies in a large explosion. (45 - 166 damage)
	Kaboom	Boom	15	Blasts all enemies with a massive explosion. (106 - 239 damage)
	Kaboomle	Boom	45	Blasts all enemies with an incredibly violent explosion. (194 - 345 damage)
	Crack	Crack	3	Pierces a single enemy with sharp icicles. (22 - 124 damage)
	Crackle	Crack	5	Strikes all enemies with sharp icicles. (37 - 157 damage)
	Kacrack	Crack	12	Rips into all enemies with a hail of razor-sharp icicles. (95 - 226 damage)
	Kacrackle	Crack	36	Skewers all enemies with a barrage of razor-sharp icicles. (190 - 324 damage)
	Frizz Cracker	Crack, Frizz	80	A violent disturbance in the world's natural equilibrium deals ferocious damage to a single enemy. (280 - 514 damage)
	Donk	Donk	12	Reduces a single enemy's HP by 1/4.
	Kadonk	Donk	32	Reduces all enemies' HP by 1/6.
	Magic Burst	Fire Breath	All	Unleashes all remaining MP at enemies in an extreme magical assault. The more MP the caster has, the more damage is dealt. (damage dealt equals MP x 1.5, maximum of 768)
	Frizz	Frizz	2	Singes a single enemy with a small fireball. (11 - 103 damage)
	Frizzle	Frizz	4	Burns a single enemy with a large fireball. (60 - 208 damage)
	Kafrizz	Frizz	10	Incinerates a single enemy with a huge fireball. (144 - 344 damage)
	Kafrizzle	Frizz	30	Cremates a single enemy with an enormous fireball. (277 - 471 damage)
	Sizz	Sizz	3	Singes all enemies with a blazing fire. (12 - 36 damage)
	Sizzle	Sizz	5	Burns all enemies with a blazing wall of fire. (22 - 65 damage)
	Kasizz	Sizz	12	Incinerates all enemies with a blazing wall of flame. (66 - 178 damage)
	Kasizzle	Sizz	36	Cremates all enemies with blazing hellfire. (166 - 326 damage)
	Woosh	Woosh	3	Flays all enemies with a small whirlwind. (11 - 72 damage)
	Swoosh	Woosh	5	Flays all enemies with a large whirlwind. (30 - 144 damage)
	Kaswoosh	Woosh	12	Flays all enemies with a mighty whirlwind. (98 - 215 damage)
	Kaswooshle	Woosh	36	Flays all enemies with a ferociously destructive whirlwind.
	Thwack	Thwack	12	A cursed incantation that can send all enemies to the hereafter.

ICON	NAME	TYPE	MP COST	DESCRIPTION
	Kamikazee	Whack	1	Sacrifices caster's own life in an attempt to destroy all enemies.
	Whack	Whack	9	A cursed incantation that can send a single enemy to the hereafter.
	Pearly Gates	Woosh, Zap	34	Smites all enemies with divinely powerful holy light. (171 - 220 damage)
	Zam	Zam	4	Strikes a single enemy with dark lightning. (22 - 145 damage)
	Zammle	Zam	6	Strikes a single enemy with hellish lightning. (61 - 239 damage)
	Kazam	Zam	10	Strikes a single enemy with abyssal lightning. (142 - 362 damage)
	Kazammle	Zam	30	Strikes a single enemy with stygian lightning. (242 - 477 damage)
	Zap	Zap	4	Strikes a single enemy with holy lightning. (15 - 135 damage)
	Zapple	Zap	4	Strikes a single enemy with hallowed lightning. (66 - 249 damage)
	Kazap	Zap	10	Strikes a single enemy with sacred lightning. (147 - 367 damage)
	Kazapple	Zap	30	Strikes a single enemy with divine lightning. (247 - 474 damage)
	Weakening Wallop	Sag	4	An attack that can decrease the target's attack power as it inflicts damage.
	Klepto Clobber	—	0	An attack that can steal an item as it inflicts damage. (deals 10% normal damage)
	Double Up	—	1	Deals extra-large damage while greatly reducing the user's defence for one turn. (50% extra damage up to a maximum of 200)
	Beast Bopper	—	2	Deals extra damage to beasts. (35% extra damage)
	Demon Demeaner	—	2	Deals extra damage to demons. (35% extra damage)
	Double-Edged Slash	—	2	Deals massive damage to an enemy, but the attacker takes some damage, too. (Double damage to enemy, half damage to your monster)
	Dragon Slash	—	2	An attack that deals heavy damage to dragons. (35% extra damage)
	Material Whirl	—	2	Deals extra damage to materialists. (35% extra damage)
	Mercurial Thrust	—	2	A lightning-fast strike that allows its user to attack first. (deals 80% of normal damage)
	Metal Slash	—	2	An attack that's sure to damage enemies with metal bodies.
	Mysterian Mauler	—	2	An attack that deals heavy damage to monsters from the ??? family. (35% extra damage)
	Nature Nerfer	—	2	Deals extra damage to naturalists. (35% extra damage)
	Penny Pincher	—	2	An attack that can steal gold coins as it inflicts damage.
	Slime Dunk	—	2	Deals extra damage to slimes. (35% extra damage)

DAMAGING ABILITIES CONTINUED

ICON	NAME	TYPE	MP COST	DESCRIPTION
	Undead Undoer	—	2	Deals extra damage to the undead. (35% extra damage)
	Hatchet Man	—	3	An unpredictable attack that can deal critical damage if it connects.
	Multislash	—	5	Damages all enemies with a single slash. (90% damage to leftmost target, 50% damage to second target, 25% damage to third target)
	Frenzy	—	8	Launches a critical hit toward a friend or a foe at random.
	Multifists	—	10	Attacks the enemy at random with four weak strikes.
	Break-dance Beat	Ban dance	4	An attack that can stop the target performing dancing attacks as it inflicts damage.
	Gigaslash	Bang	16	A mighty slash that deals Bang damage to a single enemy. Effectiveness increases with the user's level. (161 - 300 damage)
	Gigagash	Bang	55	A mighty slash that deals Bang damage to all enemies. Effectiveness increases with the user's level. (161 - 300 damage)
	Bomb Slash	Bang, Donk	2	Hones in on enemy's weakpoint and slices the target with attacks such as an explosive slash. (10% extra damage)
	Blast Slash	Bang, Donk	4	Hones in on enemy's weakpoint and slices the target with attacks such as a devastatingly explosive slash. (20% extra damage)
	Boulder Dash	Bang, Donk	4	Hurls a rock at a single enemy. (30 - 40 damage)
	Boulder Bash	Bang, Donk	8	Splits the earth, piercing all enemies with deadly rocks. (70 - 85 damage)
	Boulder Toss	Bang, Donk	25	Hurls jagged rocks at all enemies. (108 - 187 damage)
	Hallowed Slash	Bang, Zap	2	Hones in on enemy's weakpoint and slices the target with attacks such as a slash imbued with holy energy. (10% extra damage)
	Sacred Slash	Bang, Zap	4	Hones in on enemy's weakpoint and slices the target with attacks such as a most divine slash. (20% extra damage)
	Baffling Bonk	Confusion	3	An attack that can confuse its target as it inflicts damage.
	Frost Slash	Crack, Ice Breath	2	Hones in on enemy's weakpoint and slices the target with attacks such as a chilling slash. (10% extra damage)
	Blizzard Slash	Crack, Ice Breath	4	Hones in on enemy's weakpoint and slices the target with attacks such as a freezing slash. (10% extra damage)
	Waterspout	Crack, Ice Breath	5	Sprays a jet of water at a single enemy. (40 - 50 damage)
	Geyser	Crack, Ice Breath	10	Blasts all enemies with a powerful jet of water. (80 - 95 damage)
	Tidal Wave	Crack, Ice Breath	25	Overwhelms all enemies with a devastating deluge. (108 – 187 damage)
	Wicked Waltz	Dance	All	A dastardly dance that deals damage in an undetermined direction.
	Blinding Blow	Dazzle	4	An attack that can decrease the target's accuracy as it inflicts damage.
	Slowing Slug	Decelerate	4	An attack that can decrease the target's agility as it inflicts damage.
	Stupefying Strike	Dim	4	An attack that can decrease the target's wisdom as it inflicts damage.
	Shade Slash	Donk, Zam	2	Hones in on enemy's weakpoint and slices the target with attacks such as a slash infused with dark energy. (10% extra damage)
	Shadow Slash	Donk, Zam	4	Hones in on enemy's weakpoint and slices the target with attacks such as a hellishly dark slash. (20% extra damage)
	Fire Breath	Fire Breath	3	Blows hot breath at all enemies. (14 - 21 damage)
	Flame Breath	Fire Breath	5	Blows fiery breath at all enemies. (31 - 43 damage)
	Scorch	Fire Breath	36	Blows scorching breath at all enemies. (180 - 216 damage)
	Inferno	Fire Breath	12	Blows blazing breath at all enemies. (86 - 103 damage)

ICON	NAME	TYPE	MP COST	DESCRIPTION
	Flame Slash	Frizz, Fire Breath	2	Hones in on enemy's weakpoint and slices the target with attacks such as a fiery slash. (10% extra damage)
	Singe	Frizz, Fire Breath	5	Lightly flambés a single enemy. (35 - 45 damage)
	Sear	Frizz, Fire Breath	10	Badly chars all enemies. (80 - 95 damage)
	Cremate	Frizz, Fire Breath	25	Consumes all enemies in a towering inferno. (108 - 187 damage)
	Inferno Slash	Frizz, Fire Breath	4	Hones in on enemy's weakpoint and slices the target with attacks such as a blazing slash. (20% extra damage)
	Cool Breath	Ice Breath	3	Blows cool breath at all enemies. (16 - 22 damage)
	Chilly Breath	Ice Breath	5	Blows chilly breath at all enemies. (37 - 48 damage)
	Cold Blizzard	Ice Breath	12	Blows cold breath at all enemies. (86 - 103 damage)
	C-C-Cold Breath	Ice Breath	36	Blows f-f-freezing breath at all enemies. (198 - 217 damage)
	Heart Breaker	Inaction	2	An attack that deals damage to the target and can cause the enemy to miss a turn.
	Paralysing Punch	Paralysis	3	An attack that can paralyse its target as it inflicts damage.
	Poisonous Poke	Poison	2	An attack that can poison its target as it inflicts damage.
	Venomous Volley	Poison	4	An attack that can envenomate its target as it inflicts damage.
	Helm Splitter	Sap	0	A skull-splitting smash that lowers an enemy's defence.
	Big Banga	Sizz, Zam	50	Blasts all enemies with a malevolent wave of dark energy. (175 - 225 damage)
	Charring Slash	Sizz, Zap	2	Hones in on enemy's weakpoint and slices the target with attacks such as a steaming slash. (10% bonus damage)
	Singeing Slash	Sizz, Zap	4	Hones in on enemy's weakpoint and slices the target with attacks such as a scalding slash. (20% extra damage)
	Spark	Sizz, Zap	6	Strikes a single enemy with lightning. (50 - 60 damage)
	Lightning	Sizz, Zap	10	Strikes all enemies with powerful lightning. (80 - 95 damage)
	Lightning Storm	Sizz, Zap	25	Strikes all enemies with devastating lightning bolts. (108 – 187 damage)
	Sleep Sock	Sleep	2	An attack that can put its target to sleep as it inflicts damage.
	Body Slam	Whack	1	Deals heavy damage to the target and the user. (damage done is equal to 80% of HP)
	One-on-One	Whack	1	Reduces both the target and the user's HP to 1.
	Death Dance	Whack	6	A dance that can send all enemies to the hereafter.
	Assassin's Stab	Whack	8	A technique that can sometimes fell an enemy with a single blow.
	Gust Slash	Woosh, Zam	2	Hones in on enemy's weakpoint and slices the target with attacks such as a tailwind-inducing slash. (10% extra damage)
	Gale Slash	Woosh, Zam	4	Hones in on enemy's weakpoint and slices the target with attacks such as a howling wind slash. (20% extra damage)
	Wind Sickles	Woosh, Zam	4	Cuts up a single enemy in a vortex. (30 - 50 damage)
	Thin Air	Woosh, Zam	8	Slices up all enemies in a vortex. (60 - 115 damage)
	Wind Shear	Woosh, Zam	25	Tears all enemies to shreds in a vortex. (108 - 187 damage)
	Breathtaking Bash	Goostopper	4	An attack that can stop the target from using breath attacks as it inflicts damage.
	Miracle Slash	Drain Magic	10	Deals damage to the enemy, then heals the user for half the amount. (10% extra damage; maximum of 100 HP recovery)

HEALING SPELLS

ICON	NAME	TYPE	MP COST	DESCRIPTION
	Heal	—	2	Restores around 30 HP to a single ally. (28 - 168 HP)
	Midheal	—	3	Restores around 75 HP to a single ally. (71 - 315 HP)
	Megaheal	—	6	Restores around 350 HP to a single ally. (332 - 999 HP)
	Zing	—	8	Resurrects a fallen ally with half its maximum HP. Sometimes fails.
	Multiheal	—	9	Restores around 90 HP to all allies. (85 - 336 HP)
	Kazing	—	15	Resurrects a fallen ally with half its maximum HP. Never fails.
	Omniheal	—	36	Restores around 350 HP to all allies. (332 - 999 HP)
	Kerplunk	—	All	Sacrifices the caster's life to resurrect all allies.
	Kerplunk Dance	—	All	Resurrects all allies at the cost of the dancer's own life.
	Hustle Dance	—	6	A dance that restores around 70 HP to all allies. (70 - 80 HP)
	Meditation	—	8	Restores around 400 HP to the user. (400 - 500 HP)
	Reheal	—	2	Restores some HP after each action for a short time. (10% of total HP, maximum of 100 HP)

BUFFS

ICON	NAME	TYPE	MP COST	DESCRIPTION
	Share Magic	—	Half	Gives half the caster's MP to another ally.
	Give Magic	—	All	Gives all the caster's MP to another ally.
	Magic Multiplier	—	1	Restores a small amount of the caster's MP.
	Squelch	—	2	Cures a single ally of the effects of Poison.
	Tingle	—	2	Cures all allies of the effects of Sleep and Paralysis.
	Defuddle	—	2	Cures all allies of the effects of Confusion.
	Oomph	—	6	Greatly increases the attack of a single ally for two to five turns. (100% extra damage)
	Oomphle	—	10	Increases the attack of all allies for two to five turns. (50% extra damage)
	Buff	—	3	Greatly increases the defence of a single ally for four to seven turns. (100% extra defence)
	Kabuff	—	4	Increases the defence of all allies for four to seven turns. (50% extra defence)
	Accelerate	—	3	Greatly increases the agility of a single ally for four to seven turns. (100% extra agility)
	Acceleratle	—	4	Increases the agility of all allies for four to seven turns. (50% extra agility)
	Ping	—	3	Greatly increases the wisdom of a single ally for four to seven turns. (100% extra wisdom)
	Kaping	—	4	Increases the wisdom of all allies for four to seven turns. (50% extra wisdom)
	Bounce	—	4	Forms a protective barrier that reflects the enemy's and team's spells alike.
	Clang	—	2	Forms an impenetrable wall that nullifies all of the enemy's attacks, but the caster is unable to move for a short time.
	Insulate	—	2	Greatly protects one ally from fire and ice breath attacks. (damaged reduced 75%)
	Insulatle	—	4	Protects all allies from fire and ice breath attacks. (damage reduced 50%)
	Magic Barrier	—	4	Forms a barrier that reduces the effectiveness of foes' offensive spells.
	Counter	—	64	Poise to strike an enemy with a counter-attack. Can counter almost any attack.
	Defending Champion	—	3	A defensive ability that greatly reduces damage taken. (damage reduced 90%)
	Dodgy Dance	—	1	Prepares one dancer in your team to make evasive maneuvers.
	Wave of Relief	—	7	Removes most ailments from all allies.
	Deep Breath	—	0	Increases the attack power of your next breath attack. (100 - 150% extra damage)
	Brake Wind	—	10	Whips up a storm that will blow back the next breath attack.
	Mist Me	—	10	Causes a fog to descend that blocks a single attack of almost any kind.
	Blowback	—	2	Absorbs damage from breath attacks, then sends it back at the enemy.
	Song of Salvation	—	15	A song that has a 50% chance of reviving all allies on the next turn.
	Amor Seco Rain	—	15	A revitalizing shower that heals all allies on the next turn. (maximum of 1000 HP recovered)
	Selflessness	—	5	Protects a single ally from all attacks by taking damage in the ally's place.
	Aha	—	2	Reveals information about an enemy's attributes.
	Prezing	—	32	Sets an ally up to be resurrected should the ally fall during battle.
	Unnatural Order	—	36	Causes monsters with the lowest agility to move first in battle.

DEBUFFS

ICON	NAME	TYPE	MP COST	DESCRIPTION
	Hocus Locust	Drain Magic	5	Greatly reduces the MP of a single enemy. (up to 100 MP)
	Sag	Sag	6	Greatly decreases the attack of a single enemy for two to five turns.
	Kasag	Sag	10	Decreases the attack of all enemies for two to five turns.
	Sap	Sap	3	Greatly decreases the defence of a single enemy for four to seven turns.
	Kasap	Sap	4	Decreases the defence of all enemies for four to seven turns.
	Decelerate	Decelerate	3	Greatly decreases the agility of a single enemy for four to seven turns.
	Deceleratle	Decelerate	4	Decreases the agility of all enemies for four to seven turns.
	Dim	Dim	3	Greatly decreases the wisdom of a single enemy for four to seven turns.
	Kadim	Dim	4	Decreases the wisdom of all enemies for four to seven turns.
	Dazzle	Dazzle	3	Reduces the accuracy of all enemies' attacks.
	Snooze	Sleep	3	Puts a single enemy to sleep.
	Kasnooze	Sleep	8	Puts all enemies to sleep.
	Drain Magic	Drain Magic	0	Steals MP from a single enemy. (up to 100 MP)
	Fizzle	Fizzle	2	Prevents a single enemy from using magic.
	Kafizzle	Fizzle	3	Prevents all enemies from using magic.
	Fuddle	Confusion	5	Sends a single enemy into confusion.
	Kafuddle	Confusion	10	Sends all enemies into confusion.
	Magic Frailty	Magical Sabotage	4	Decreases all enemies' resistance to offensive spells.
	Sweet Breath	Sleep	3	A fragrant sigh that puts all enemies to sleep.
	Burning Breath	Paralysis	4	A blistering burp that can paralyse all enemies.
	Poison Breath	Poison	3	A toxic cloud that can poison all enemies.
	Venom Breath	Poison	4	A deadly haze that can envenomate all enemies.
	Bemusing Breath	Confusion	4	A boisterous belch that can confuse all enemies.
	Weird Dance	Drain Magic	0	A dance that can decrease a single enemy's MP.
	Tap Dance	Drain Magic	0	A dance that can steal MP from a single enemy.
	Fuddle Dance	Confusion	4	A dance that can confuse all enemies.
	Sultry Dance	Inaction	2	A dance that can entice a single enemy to start dancing.
	Sandstorm	Dazzle	2	Kicks sand in the eyes of all enemies, reducing their accuracy.
	Dazzleflash	Dazzle	2	Emits a glaring light that reduces all enemies' accuracy.
	Spooky Aura	Magic Frailty	2	Reduces all enemies' resistance to magic.
	Wave of Panic	Whack	7	Impairs the attributes of a single enemy.
	Disruptive Wave	—	7	Removes almost all magical effects from all enemies.
	Tongue Lashing	Inaction	4	A lengthy licking that reduces the target's defence to 1, and it can also leave them stunned.
	War Cry	Inaction	3	A hideous battle cry that paralyses all enemies with fear.
	Ban Dance	Ban Dance	6	Prevents all enemies from dancing.
	Gobstopper	Gobstopper	6	Prevents a single enemy from using breath attacks.
	Critical Miss	—	5	Prevents an enemy from landing critical hits.
	Lingering Malhaze	—	55	Removes almost all magical effects from all enemies. Allies and enemies will not be able to use magic for a short time afterward.
	Blade Blunter	Blade Blunter	6	Prevents a single enemy from using certain slash attacks.
	Abiliterator	Abiliterator	6	Prevents a single enemy from using certain abilities.
	Blade Blunter	Blade Blunter	6	Prevents a single enemy from using certain slash attacks.
	Tacticlamp	—	6	Forces one foe to use the same tactic over and over.
	Showstopper	—	48	Cancels all other actions during the turn after the user's move. It can only be used once in a battle.

ITEMS & WEAPONS

Items have all sorts of uses. Many items can be used during combat by the scout. When items are used in battle, the scout will always use the item before any monster takes action. Other items are used outside of battle to teach certain skills, or buff certain stats. A few key items are used only for quests. Items that can be purchased will be available from the item vendor once enough machine parts are deposited. Other items are found in the wild.

ITEMS

NAME	BUY	SELL	DESCRIPTION
MEDICINAL HERB	8	4	Restores 30 HP to a single ally.
STRONG MEDICINE	50	15	Restores 60 HP to a single ally.
SPECIAL MEDICINE	250	25	Restores 120 HP to a single ally.
MULTI MEDICINE	600	60	Restores 30 HP to all allies.
AMOR SECO ESSENCE	—	100	Restores around 40 HP to all your allies.
YGGDRASIL DEW	—	300	Restores around 100 HP to all allies.
MAGIC ELIXIR	—	30	Restores 30 MP to a single ally.
SAGE'S ELIXIR	—	75	Restores 90 MP to a single ally.
ELFIN ELIXIR	—	126	Fully restores the MP of a single ally.
YGGDRASIL LEAF	1500	150	A mystical leaf that resurrects a single fallen ally.
SEED OF SKILL	1000	100	Allocate 3 skill points to a single ally.
SEED OF LIFE	—	18	Permanently increases the maximum HP for a single ally by 2 to 4 points.
SEED OF MAGIC	—	20	Permanently increases the maximum MP for a single ally by 2 to 4 points.
SEED OF STRENGTH	—	15	Permanently increases the attack power of a single ally by 1 to 2 points.
SEED OF DEFENCE	—	15	Permanently increases the defence of a single ally by 1 to 2 points.
SEED OF AGILITY	—	13	Permanently increases the agility of a single ally by 1 to 2 points.
SEED OF WISDOM	—	10	Permanently increases the wisdom of a single ally by 1 to 2 points.
BOOK OF WULFSPADE	—	300	A book that bestows the Wulfspade skill.
BOOK OF HAWKHART	—	300	A book that bestows the Hawkart skill.
BOOK OF DIAMAGON	—	300	A book that bestows the Diamagon skill.
BOOK OF CLUBOON	—	300	A book that bestows the Cluboon skill.
WARRIOR'S SCROLL	—	300	A book that bestows the Warrior skill.
MAGE'S SCROLL	—	300	A book that bestows the Mage skill.
PRIEST'S SCROLL	—	300	A book that bestows the Priest skill.
MARTIAL ARTIST'S SCROLL	—	300	A book that bestows the Martial Artist skill.
SAGE'S SCROLL	—	300	A book that bestows the Sage skill.
THIEF'S SCROLL	—	300	A book that bestows the Thief skill.
'THE HEALING TOUCH'	3000	300	A book that bestows the Healer skill.

NAME	BUY	SELL	DESCRIPTION
'HEAD OVER HEALS'	5000	500	A book that bestows the Cure-all skill.
'THE SECRETS OF SORCERY'	3000	300	A book that bestows the Mage Aid skill.
'BRAWN OVER BRAINS'	2000	200	A book that bestows the Attack Boost skill.
'DUCK AND COVER'	2000	200	A book that bestows the Defence Boost skill.
'LIFE IN THE FAST LANE'	2000	200	A book that bestows the Agility Boost skill.
'KNOWLEDGE IS POWER'	2000	200	A book that bestows the Wisdom Boost skill.
'POSITIVE PULLER'	1500	150	Lures ⊕ monsters into battle. The effect wears off after the battle.
'THINK NEGATIVE'	1650	165	Lures ⊖ monsters into battle. The effect wears off after the battle.
'NEUTRAL GROUND'	3150	315	Lures ⊘ monsters into battle. The effect wears off after the battle.
METAL TICKET	10,000	500	Use this special ticket to travel to the metal menagerie. Just don't waste it by using it while the metal menagerie is accessible.
ANTIDOTAL HERB	10	5	Cures a single ally of the effects of poison.
MOONWORT BULB	30	8	Cures a single ally of the effects of paralysis.
SMELLING SALTS	80	8	Cures a single ally of the effects of sleep and confusion.
PANACEA	—	55	Cures a single ally of poison, paralysis, sleep, and confusion.
TIMBREL OF TENSION	—	100	Increases the team's level of tension.
ANTIMAGIC POWDER	100	18	Enchanted dust used to seal an enemy's magic.
OOMPH POWDER	900	90	Greatly increases the attack power of a single ally for 2 to 5 turns.
WIZARD'S PENNY	310	31	Increases one ally's resistance to magic.
WIZARD'S SHILLING	960	96	Increases all allies' resistance to magic.
INSULADE	350	35	Increases one ally's resistance to fire and ice breath attacks.
JUMBO INSULADE	1050	105	Increases all allies' resistance to fire and ice breath attacks.
SAG POWDER	900	90	Greatly decreases the attack of a single enemy for 2 to 5 turns.
SAPPERINE	900	90	Greatly decreases the defence of a single enemy for 4 to 7 turns.
DECELERATONIC	900	90	Greatly decreases the agility of a single enemy for 4 to 7 turns.
DIMIUM	900	90	Greatly decreases the wisdom of a single enemy for 4 to 7 turns.
BUFFERINE	900	90	Greatly increase the defence of a single ally for 4 to 7 turns.
ACCELERATONIC	900	90	Greatly increase the agility of a single ally for 4 to 7 turns.
PINGIUM	900	90	Greatly increase the wisdom of a single ally for 4 to 7 turns.
MONSTER MANURE	—	1	Smells horrific, but you can fling it at enemies in battle. Will only inflict 0 to 1 point of damage on a single enemy, but it works well against foes with metal bodies.
PRETTY PEBBLE	—	1	Pebbles for throwing in battle. Only deal between 0 and 1 points of damage to a single enemy, but are effective against metallic monsters.
PINBALL	—	30	Hard stone for throwing in battle. Only deal between 1 and 3 points of damage to a single enemy, but are effective against metallic monsters.
ROCKBOMB SHARD	—	150	Explosive stones for throwing in battle. Reduces the HP of a single enemy to 1.
MISTAKE MEDICINE	600	60	Inflicts a status ailment on a single foe.
BEASTIE BITES	—	500	Monsters love this tasty meat and it increases the chances of scouting them.
BRONZE BIT	—	200	An item that should be worth a few gold coins.
SILVER SLIVER	—	750	An item that should be worth a good amount of gold coins.
GOLD NUGGET	—	3000	A heavy chunk of solid gold.
LOYALTY CARD	—	—	Allows you to purchase good at lower prices.
SCOUT RING	—	—	An essential accessory for any monster scout, this ring allows its wearer to scout monsters and add them to their team.
MYSTERIOUS MEDAL	—	—	A large medal with a lion's face engraved on it.
SOGGY LETTER	—	—	The slightly soggy letter received from the slime outside the moles' base.
BEMUSOLEUM KEY	—	—	A key granting access to the ruins of the Bemusoleum.
MEDAL OF MERIT	—	—	The medal that grants the bearer the right to compete in the last stage of the moles' Monster Scout Challenge.
MACHINE PARTS	—	—	Bears the same logo as the item vendor on board the Albatross.
HEART OF MUD	—	—	A magical item that can invest mud with a soul.

WEAPONS

Monsters don't just have to rely on their innate attack, defense, agility, and wisdom to combat foes. Their attack power and other attributes can be increased through the use of weapons. In addition to providing a power boost, some weapons also confer unique abilities, such as bonus attack damage and scouting success against an entire monster party, or the chance to occasionally flatten the opposition in a single blow!

SWORD

Swords are long, edged weapons used for slicing and stabbing. The various swords include among their number several which deal extra damage against undead and dragon monsters.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
COPPER SWORD	270	27	10	—	item vendor / monster 28 Conklave, monster 97 skeleton
DIVINE DAGGER	530	53	13	Rather effective against the undead (1.05x damage)	item vendor (1 machine part deposited) / monster 20 wax murderer, monster 50 nardragon
RAPIER	840	84	18	Rather effective against dragons (1.05x damage)	item vendor (4 machine parts deposited) / monster 183 cross bones
STEEL BROADSWORD	2000	200	30	An ordinary steel sword	item vendor (7 machine parts deposited) / monster 104 phantom fencer, monster 127 gargoyle
ZOMBIESBANE	3850	385	36	Rather effective against the undead. (1.1x damage)	item vendor (11 machine parts deposited) / monster 137 restless armour
DRAGONSBANE	4700	470	41	Rather effective against dragons. (1.1x damage)	item vendor (16 machine parts deposited) / monster 71 green dragon, monster 106 red dragon
OBSIDIAN SWORD	7000	700	48	Highly likely to land a hit against metal monsters	item vendor (23 machine parts deposited) / monster 167 phantom swordsman
SILVER BROADSWORD	9800	980	62	—	item vendor (34 machine parts deposited) / monster 154 notso macho
ZOMBIESBLIGHT	10,000	1000	67	Effective against the undead. (1.15x damage)	item vendor (52 machine parts deposited) / monster 210 night knight
DRAGONSBLIGHT	11,200	1120	72	Effective against dragons. (1.15x damage)	item vendor (78 machine parts deposited) / monster 231 dorsal fiend
MIRACLE SWORD	—	1500	77	Restores some of the wielder's HP	monster 244 shogum
ZOMBIE SLAYER	17,000	1700	81	Highly effective against the undead. (1.2x damage)	item vendor (114 machine parts) / monster 167 phantom swordsman
DRAGON SLAYER	17,500	1750	86	Highly effective against dragons. (1.2x damage)	item vendor (162 machine parts deposited) / monster 202 great dragon
GIANT'S SWORD	30,000	3000	90	—	item vendor (114 machine parts) / monster 282 trauminator
METAL KING SWORD	—	6230	102	Highly likely to land a hit against metal monsters	monster 237 metal king slime
LOST KATANA	—	5200	110	—	monster 205 killing machine
LEONINE GREATSWORD	—	—	95	Increases agility and wisdom by 20	defeat boss of Dark World, then speak to boss of Necropolis

SPEAR

Spears are lengthy defense-oriented weapons, useful for attacking from afar and keeping an aggressor at bay. There are many different special properties found on spears. There's a separate spear extra strong against each family of foe, and a few spears which make critical hits more likely.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
IRON LANCE	310	31	9	Rather effective against slimes (1.05x damage)	item vendor / monster 65 spiked hare, monster 94 orc
PITCHFORK	780	78	16	Rather effective against natualists (1.05x damage) Makes critical hits easier to land	item vendor (1 machine part deposited) / monster 68 imp, monster 182 archdemon
SACRED SPEAR	920	92	22	Rather effective against demons (1.05x damage)	item vendor (7 machine parts deposited) / monster 136 octavian sentry
PARTISAN	2300	230	28	Rather effective against materialists (1.05x damage)	item vendor (11 machine parts deposited)
HOLY LANCE	2850	285	34	Rather effective against the undead (1.05x damage)	item vendor (23 machine parts deposited) / monster 175 grim rider
HUNTER SPEAR	4400	440	40	Rather effective against beast (1.05x damage) Makes critical hits easier to land	item vendor (34 machine parts deposited)
DRAGON LANCE	6400	640	45	Rather effective against dragons (1.05x damage)	item vendor (78 machine parts deposited)
HALBERD	7100	710	57	—	item vendor (114 machine parts deposited) / monster 68 imp, monster 166 lethal armour
GRACOS'S TRIDENT	—	1100	58	Effective against naturalists (1.15x damage) Increases defence	monster 248 overkilling machine
DIABLO SPEAR	—	1500	76	Effective against demons (1.15x damage) Makes critical hits easier to land	???
HERO SPEAR	16,500	1650	82	—	item vendor (162 machine parts deposited) / monster 236 empyrea
GÁE BOLG	—	4250	94	Makes critical hits easier to land	red treasure chest in Dark World (after beating boss)

AXE

Axe weapons work by propelling a blade or pommel with brute, focused force. Naturally, many axes are extra effective against naturalist monsters. Hardly surprising that tree-like foes would be felled by weapons like the woodsman's axe. A few axes also enable more frequent critical hits.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
STONE AXE	180	18	7	—	item vendor / monster 11 mischievous mole, monster 54 headhunter
WOODCUTTER'S AXE	650	65	14	Rather effective against beasts and naturalists (1.05x damage)	item vendor (1 machine part deposited)
IRON AXE	990	99	23	—	item vendor (7 machine parts deposited) / monster 54 headhunter, monster 140 paws
WOODSMAN'S AXE	2150	215	32	Rather effective against beasts and naturalists (1.1x damage)	item vendor (11 machine parts deposited) / monster 163 beetleboy, monster 184 dark slime knight
HEADSMAN'S AXE	4200	420	39	Makes critical hits easier to land	item vendor (23 machine parts deposited) / monster 191 fright knight
BATTLEAXE	6700	670	52	—	item vendor (34 machine parts deposited) / monster 166 lethal armour
FORESTER'S AXE	8200	820	60	Effective against beasts and naturalists (1.15x damage)	item vendor (78 machine parts deposited) / monster 184 dark slime knight
KING AXE	16,000	1600	81	—	item vendor (114 machine parts deposited) / monster 227 marquis de leon, monster 242 robbin' hood
RANGER'S AXE	39,000	3900	90	Highly effective against beasts and naturalists (1.2x damage)	item vendor (162 machine parts deposited) / monster 184 dark slime knight
EXECUTIONER'S AXE	—	3850	93	Makes critical hits easier to land	monster 276 prince o' thieves

HAMMER

Hammers work by brute force, like axes, but with a blunt end rather than a slicing edge. Hammers are here to flatten foes, and so some of these strike squishy slimes and brittle materialists with bonus power. Hammers also tend to make the wielder more stout, adding defense.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
OAKEN CLUB	120	12	3	Increases defence	item vendor / monster 189 boss troll, monster 197 gigantes
SLUDGEHAMMER	400	40	12	Rather effective against materialists and slimes (1.1x damage)	item vendor (1 machine part deposited) / monster 26 hammerhood
PILE-ON	—	100	20	Increases defence by 12	monster 131 slime stack
IRON HAMMER	1540	154	24	Increases defence by 8	item vendor (7 machine parts deposited) / monster 149 golem
WAR HAMMER	5200	520	31	Occassionally crushes foes in a single blow	item vendor (11 machine parts deposited) / monster 118 hacksaurus
MIRACLE MALLET	5200	520	37	Restores some of the wielder's HP	item vendor (23 machine parts deposited)
SCHLEIMAN SHOOTER	5800	580	46	Effective against materialists (1.15x damage)	monster 234 schleiman tank
GIANT WRENCH	7300	730	49	Increases defence by 13	item vendor (34 machine parts deposited) / monster 170 tyrantosaurus, monster 262 Canzar
WARLORD'S HAMMER	17,000	1700	58	Occasionally crushes foes in a single blow	item vendor (162 machine parts deposited) / monster 118 hacksaurus
MARAUDER'S MAUL	25,000	2500	80	Increases defence	item vendor (78 machine parts deposited) / monster 189 boss troll
MIRACLE MACE	—	5700	87	Restores some of the wielder's HP	???
SLEDGEHAMMER	—	8200	97	Highly effective against materialists and slimes (1.2x damage)	monster 240 atlas

WHIP

Whips are unique in that the whip user will hit the entire enemy party at once, rather than just striking one target. There is a tradeoff for this wonderful and obviously-useful trait—whips have no other bonus besides striking every enemy. No particular bonuses against certain families of monster, no stat boosts, no special effects. Whips also don't reach the max attack power of other weapons. Still, the sheer value of hitting the whole other side with each swing can more than make up for these deficiencies much of the time.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
LEATHER WHIP	380	38	4	Deals damage to all enemies	item vendor
BATTLE WHIP	630	63	10	Deals damage to all enemies	item vendor (1 machine part deposited) / monster 120 bodkin archer
THORN WHIP	1400	140	14	Deals damage to all enemies	item vendor (7 machine parts deposited)
SNAKESKIN WHIP	1800	180	20	Deals damage to all enemies	item vendor (11 machine parts deposited) / monster 9 frou-fry, monster 113 wormonger
SIDEWINDER	2800	280	30	Deals damage to all enemies	item vendor (23 machine parts deposited)
CHAIN WHIP	4000	400	36	Deals damage to all enemies	item vendor (34 machine parts deposited)
DRAGONTAIL WHIP	6700	670	42	Deals damage to all enemies	item vendor (78 machine parts deposited) / monster 57 snapdragon, monster 186 frou-frou
SPIKED STEEL WHIP	9200	920	48	Deals damage to all enemies	item vendor (114 machine parts deposited)
SCOURGE WHIP	18,800	1880	58	Deals damage to all enemies	item vendor (162 machine parts deposited) / monster 226 gripevine, monster 263 khalamari
GRINGHAM WHIP	—	5800	68	Deals damage to all enemies	red treasure chest in Dark World (after beating boss)
WIZARDLY WHIP	—	5000	76	Deals damage to all enemies	???

CLAWS

Claws augment a monster's quick slashing power. Every pair of claws adds a great deal of agility to the wearer. The metal claws and the metal talons have a higher-than-normal chance to strike metal monsters, who are very evasive.

NAME	BUY	SELL	ATK	NOTE	OBTAINED
STONE CLAWS	200	20	5	Increases agility by 8	item vendor / monster 2 komodo, monster 37 great sabrecub
PAWS	—	100	10	Increases agility by 20	monster 72 teeny sanguini
IRON CLAWS	500	50	11	Increases agility by 10	item vendor (1 machine part deposited) / monster 49 wild slime, monster 126 great sabrecat
FALCON CLAWS	—	20	15	Greatly increases agility by 52	red treasure chest aboard the Albatross
METAL CLAWS	1650	165	15	Highly likely to land a hit against metal monsters Increases agility by 24	item vendor (7 machine parts deposited) / monster 126 great sabrecat
SACRED CLAWS	2500	250	25	Effective against demons (1.15x damage) Increases agility by 19	item vendor (11 machine parts deposited) / monster 156 missing lynx
RAZOR CLAWS	3100	310	33	Increases agility by 24	item vendor (23 machine parts deposited) / monster 164 firebird
STEEL CLAWS	5500	550	43	Increases agility by 26	item vendor (34 machine parts deposited) / monster 141 jumping jackal, monster 227 marquis de leon
DRAGON CLAWS	—	600	44	Rather effective against dragons (1.1x damage)	monster 139 noble gasbagon
METAL TALONS	7200	720	51	Highly likely to land a hit against metal monsters Increases agility by 29	monster 146 metal dragon
GRYPHON TALONS	12,000	1200	77	Increases agility by 40	item vendor (114 machine parts deposited) / monster 126 great sabrecat, monster 156 missing lynx
SACRED TALONS	34,500	3450	84	Highly effective against demons (1.2x damage) Increases agility by 30	item vendor (162 machine parts deposited) / monster 212 dual duellers
EBONY TALONS	—	4000	88	Increases agility by 18	???
ORICHALCUM CLAWS	—	5150	95	Increases agility by 37	???

STAFF

Staffs are best suited to the more sage-like monsters who rely more on spells than direct attacks. As claws all raise agility, so staffs all raise wisdom. Several staffs can also have an important influence on monster synthesis!

NAME	BUY	SELL	ATK	NOTE	OBTAINED
CYPRESS STAFF	150	15	4	Increases wisdom by 10	item vendor / monster 13 lips
STAFF OF GHENT	—	100	7	Restores some of the wielder's HP	monster 135 malevolamp
PHOENIX SCEPTRE	—	—	8	A monster wielding this staff will pass on its form when synethesised	red treasure chest in Cragravation
RUNE STAFF	580	58	12	Increases wisdom by 22	item vendor (11 machine parts deposited)
PLUS SCEPTRE	—	—	23	Used to ensure a sythesised monster is +	red treasure chest in Iceolation
MINUS SCEPTRE	—	—	23	Used to ensure a sythesised monster is -	complete Marsha's Monster Scout Proficiency Test challenge 9
CRYSTAL STAFF	3600	360	34	Increases wisdom by 33	item vendor (23 machine parts deposited) / monster 203 Thornella
MALEVOLENCE	—	390	42	Increases wisdom by 48	monster 264 dhoulmagus
STAFF OF DARKNESS	4000	400	47	Increases wisdom by 38	item vendor (78 machine parts deposited) / monster 207 Exorsus
SAGE'S STAFF	7500	750	61	Increases wisdom by 46	item vendor (162 machine parts deposited) / monster 67 goodybag
ROYAL ROD	—	4150	83	Increases wisdom by 50	defeat boss of Dark World

DQM2™ DRAGON QUEST MONSTERS: Joker

OFFICIAL STRATEGY GUIDE

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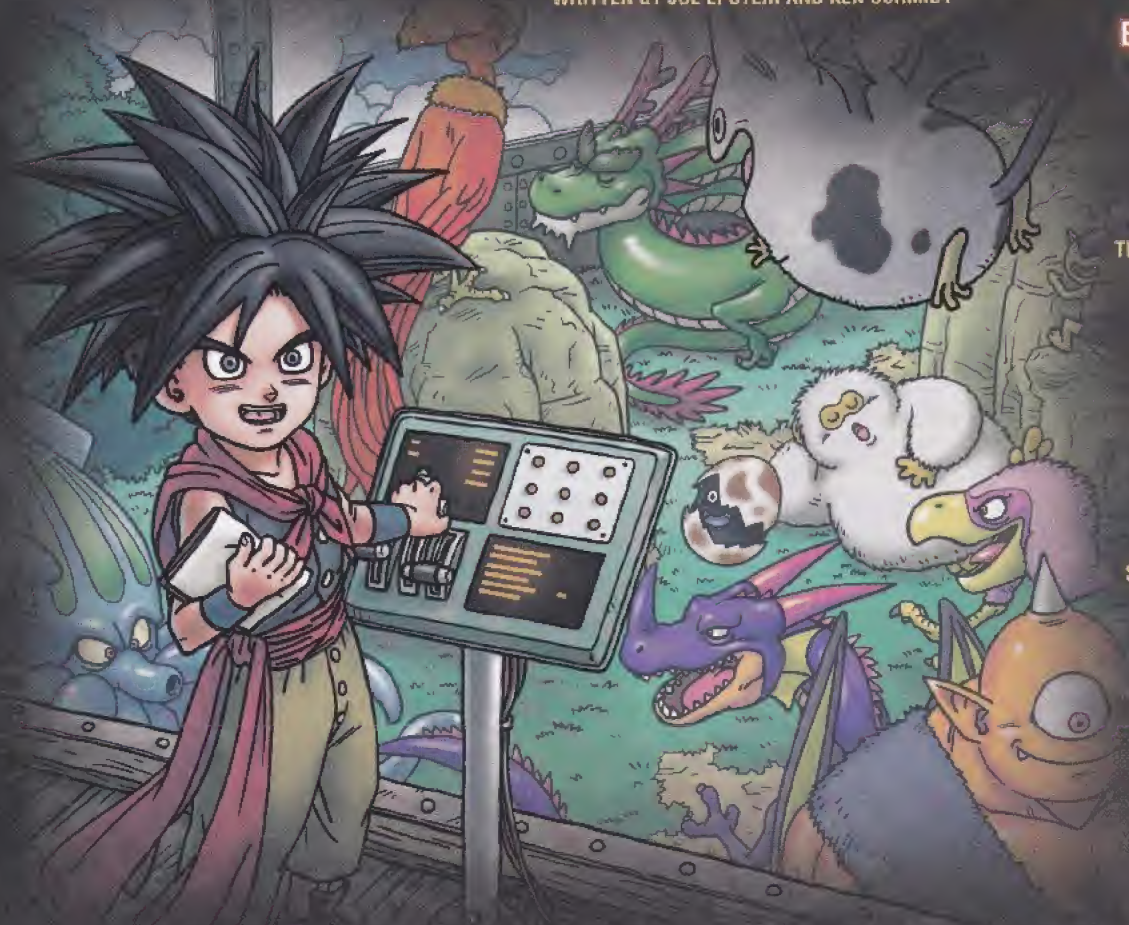

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